

EXCLUSIVE!!
NINTENDO 64
UPDATE
INSIDE



NUMBER
81

YOUR GUIDE TO:

Nintendo 64•3DO
PlayStation•Saturn
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ELECTRONIC GAMING MONTHLY

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April, 1996
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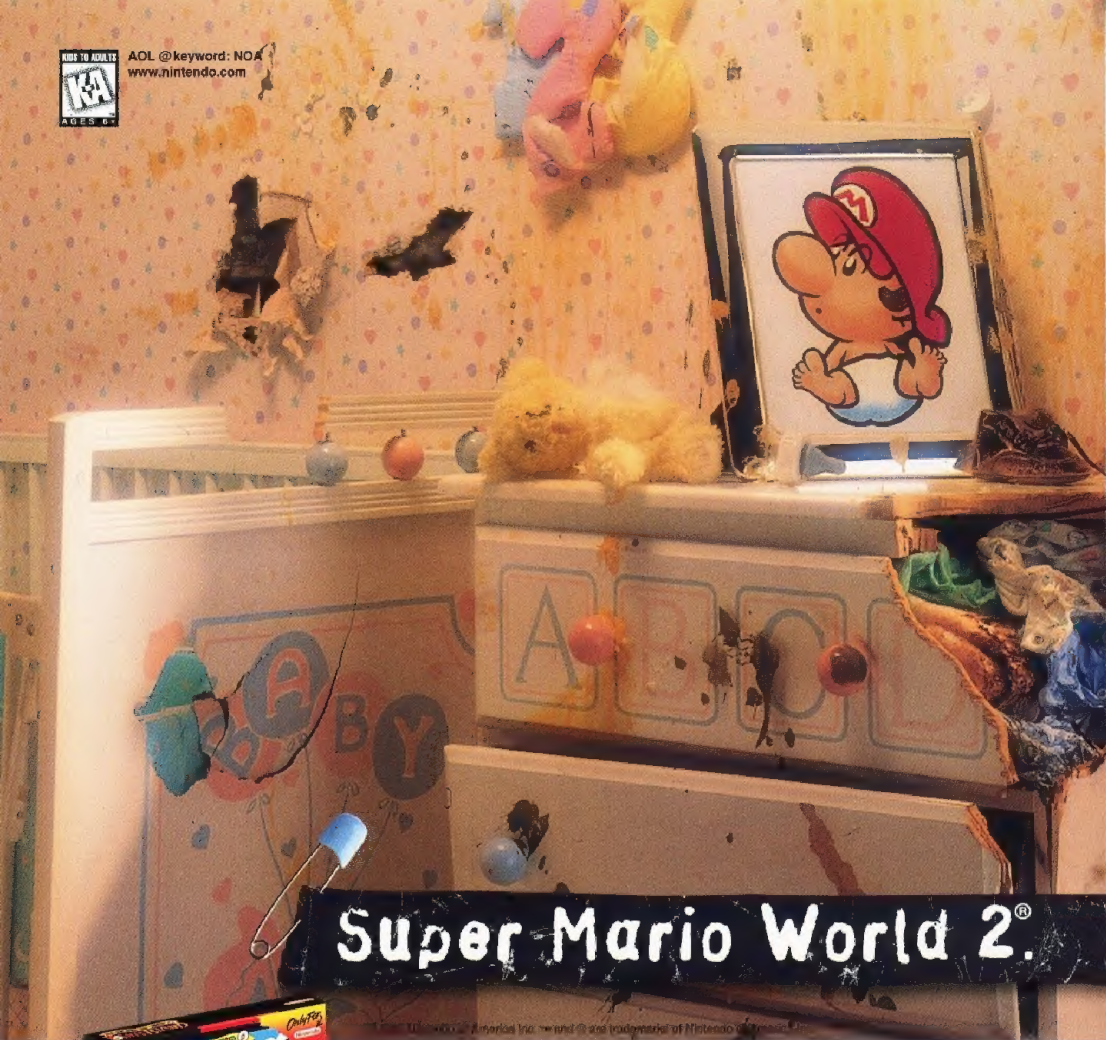
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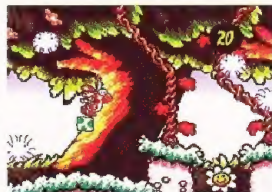
Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

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Egg fights, screaming babies, vicious attacks—it's like day care from hell.



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This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).




Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



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If the suspense doesn't kill you, something else will.

Mission Briefing: Problem reported at Bio-Weapons Research facility in Raccoon Hills. No communication with Science Staff in six weeks. No response

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Your team should not be misled by the neat and orderly appearance of this isolated mansion. A major corporation's been conducting questionable research here. You'll soon discover the results of some very, very careless experiments.



From hyper-realistic 3D lighting and an ominous CD quality sound-track and special effects, to unique action perspectives, this intense drama unfolds, building terror and suspense with every new room you wander through.



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from initial reconnaissance team. No backup. You are on your own.

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N/64 DELAYED ...AGAIN?

So what's new? We (and 99 percent of the journalists in the world) knew that this would happen months ago. There was just no way that Nintendo could make enough systems for both Japan and the U.S. by the end of April.

What was a big surprise was the wire service announcement that we got right at deadline stating that the Nintendo 64 could be delayed until **LATE**

JULY IN JAPAN!

A last-minute call to Nintendo

U.S. verified that this is indeed

what Nintendo of Japan stated to

its local business newspapers.

The reason for the delay this

time—there apparently is a

TEMPORARY SHORTAGE

of the key

semiconductors that go into the

N64. Also, should the supply of

these unique parts continue, then the N64 will have to be delayed until an even

later point in time. When questioned further, the Nintendo representative

stated this parts shortage, if it continues even longer than currently expected,

may affect the launch for the rest of the world (INCLUDING

THE U.S.). The Nintendo rep. also supplied us with a clip from

Reuters™, one of the most respected wire services. The company painted a

brighter picture by quoting a Nintendo of Japan spokesperson who stated,

"We cannot rule out delaying it [N64], yet at this moment we have no plan to

do so." Doesn't sound good. The issue is not clear though. Another article on

Feb. 15th, just two days later, states that there is no shortage...so go figure.

Now everybody has something new to wonder and complain about. Is there

a real parts shortage, or was this a plan of Nintendo's all along? Did they

deliberately say April so that some players would put off a Christmas 1995

purchase of a Saturn or PlayStation? No one will ever know; but this is

Nintendo. As Mr. Yamauchi, the president of Nintendo of Japan, stated at the

last Shoshinkai Show, **"WE WILL DO WHAT WE**

WANT," when we want to. We will not bend to any outside pressure."

We'll update this further next month.

In a second unrelated issue, you will see a preview of a new Sega of Japan

(Japan-only) arcade game on page 102. The tentative title is Virtua Fighter

Kids. To my P.R. friends at Capcom...**RIP THIS PAGE OUT**

of all the issues that are going to the suits in your company! As everybody

can see from this month's cover, Capcom has not yet decided to expand its

counting ability to three. Yep, they have decided to continue the sequelitis...

this time to their new Street Fighter Alpha line of games. But, the point is—

Capcom, what are you going to do after this game? Let me make a suggestion:

Do NOT do what Sega did with their VF series. Please don't succumb to the

pressure of doing a **STREET FIGHTER 2 KIDS** coin-

op. Perhaps, (can I say it?) the real SF3? All kidding aside, good job on SF

Alpha 2. With the typical superb fine-tuning that you do on your games, this

fighter will be the best (and last?) of the series.



By Ed Semrad, Editor in Chief

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D... Death.
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D... Damnation.



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3·5·96



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-Die Hard Game Fan



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the best action games of '96.
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RETURN FIRE

Are you already tired of those 3-D fighting games? Ready to go back to the good ol' days of blasting everything to pieces? Well then check out this month's edition of the *EGM* Strategy Guide on *Return Fire*.

ELECTRONIC GAMING MONTHLY



COVER ART BY: ANDREW KUDELKA
STREET FIGHTER ALPHA 2 SMASHES
ONTO THIS ISSUE'S COVER.
STORY BEGINS ON PAGE 54!

COVER STORY

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SUPER NES 60

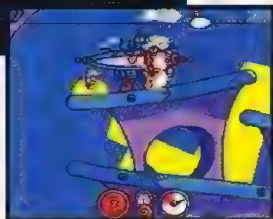
Beware of dangerous vacuum cleaners and electricity in this wacky game—Frantic Flea.

SATURN 62

Use music and Aerosmith to stop the troops of the Legions of the NON in Revolution X.

PLAYSTATION 72

Save a bunch of desolate settlers from the hardships of the Western frontier in Silverload.



81 NUMBER



NINTENDO'S SYSTEM TO BE RELEASED IN THE U.S. ON SEPT. 30!

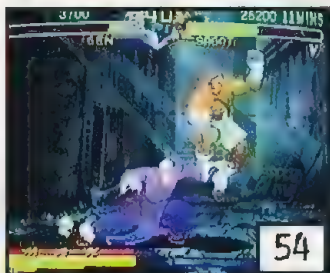
Although gamers in Japan might be playing Nintendo's new "super system" in the spring, U.S. gamers will have to wait until Sept. 30. According to Howard Lincoln, NoA chairman, it wasn't "feasible" to release the system in April. However, there is still a possibility for a surprise launch, but it seems highly unlikely. As well, the system's name changed from Ultra 64 to Nintendo 64, because company officials wanted to establish a single product identity. Check out the Press Start section for more N64 info!

"The newest delay was needed to avoid what happened with the 32-bit systems in 1995..."

TAKE A SNEAK PEEK AT CAPCOM'S LATEST STREET FIGHTER GAME!

Found accidentally when this cool game was on test, *EGM* is proud to bring you the latest in Capcom's bag of tricks. In their long-standing tradition, Capcom has come out with another fighting sequel: Street Fighter Alpha 2. However, this time around they've added several new characters as well as brought back two classic fighters: Zangief and Dhalsim. A new combo system and remade backgrounds ensure that this isn't another "champion" edition.

"One character, Gen, has two different fighting styles with two completely separate sets of moves!"



ULTIMATE MORTAL KOMBAT 3 HITS HOME FOR THE SEGA SATURN!

It was only a matter of time before UMK3 came home, and it will soon be available for the Sega Saturn. Gamers can expect to play the old 15 characters as well as seven new ones. Four of the characters—Scorpion, Jade, Reptile and Kitana—are selectable with the rest. However, the others can only be activated through the discovery of three different Ultimate Mortal Kombat Kodes. Also in this awesome game, players can fight in an Eight-player Tournament Mode or battle Noob Saibot, Rain and Human Smoke.

"Ultimate MK3 will not only let you play the old 15 characters, but also seven new ones."


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If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the #1 arcade hit, Street Fighter Alpha™ combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in head-to-head battles or lock into two-player combat with twelve of the deadliest Street Fighters of all time. Nine

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"100%...possibly
the greatest fighting
game of all time."

— Game Fan, 2/96

"Flawless controls...
perfect arcade-to-
PlayStation translation."

— GamePro, 3/96



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STREET FIGHTER
ALPHA



PRESS START

Say goodbye to Ultra

While the word *ultra* can still be used to describe gasoline and liquid detergents, don't use it to talk about Nintendo's 64-Bit system. Company officials confirmed the demise of the Ultra 64 moniker in favor of Nintendo 64—the name used at Shoshinkai. Copyright concerns weren't the problem, according to Nintendo of America's Howard Lincoln. Rather, Nintendo officials wanted to establish a single product identity worldwide. "We have in the past had this situation where we had different names for the same product—Super Famicom, Super NES—and different shapes and colors and hardware," Lincoln said, "It made much better sense to...come up with one name, and one style, one logo, one look around the world."



N DAY:

N64 launch in Japan still set for April, but U.S. faces extra wait

It's amusingly ironic that the word Nintendo is merely the word "intend" sandwiched by a "No."

Ironic because the company had intended to release its oft-delayed sequel to the Super NES almost simultaneously this April in Japan, the United States and Europe. Will it happen? No.

In a recent statement that surprised absolutely no one within the video-game industry, Nintendo pushed the U.S. launch to Sept. 30 and the European launch to late fall. The April 21 launch date in Japan is still a go as of press time.

In a statement to retailers, Nintendo of America's Peter Main, executive vice president of sales and marketing, said this newest delay was needed to avoid what happened with 32-Bit systems in 1995 when they "failed to receive full product or marketing support." A predicted upsurge in demand for the system in Japan would've strained Nintendo's ability to pull off a worldwide April launch, according to Main.

This newest delay will surely infuriate U.S. gamers, but NOA Chairman Howard Lincoln sought to persuade gamers and retailers that the system is worth the wait.

"I think [the retailers'] feeling is that this

is a wise decision, and quite frankly, they're very positive about it," Lincoln said. "I think that game developers and our third-party publishers feel the same way."

"We had hoped for a simultaneous launch, and that was our plan going into the Shoshinkai Show, and coming out of it," he added. "It's just not feasible, and so we thought we'd do it this way by letting people know it's a great product but it's going to be a little longer of a wait."

What did Nintendo do "this way?" First, it put out an ad (see sidebar) that effectively proclaimed the U.S. launch would have no further delays. Next, it released new enticing details surrounding the N64. In both cases, the goal was to keep gamers from deserting Nintendo to join

the 32-Bit club. Note too that the Sept. 30 date in no way prevents Nintendo from pulling off a surprise launch, although such a scenario seems unlikely at this point.

The most notable news involved the system's add-on magnetic disk drive (featured later in this issue) and Nintendo's decision to do away with the Ultra 64 name (see sidebar).

Instead, Nintendo plans to market the system worldwide as the Nintendo 64, as well as keep its outwardly appearance the same.

This is a radical departure from the Super NES design philosophy, in which Japan, United States and Europe received different looking systems, controllers and product names.

"Quite frankly, that was not a difficult decision for us to make," Lincoln said. "There certainly is some value in [the name] Ultra in the U.S., but I'm hopeful that game players will look at this [system]



9/30/96

PRESS START

ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Because on that day the home videogame world came roaring at the line...
 When the only two game systems on the market compete over yours, you also choose...
 Nintendo 64 or Super Nintendo? It's impossible to choose one and not the other...
 Only the one that will be the edge. Choose your side, Super Nintendo 64 or the...
 Super Nintendo 64 or Super Nintendo 64? That's the question on your mind...
 Is it worth the wait?

Is it worth the wait?

Only if you want the Best!

NINTENDO 64

Nintendo

The ad blitz kicks off

To ensure the public that this latest ad blitz was the last, Nintendo of America shelled out big bucks to place the above full-page ad in the USA Today newspaper in early February. The bottom slogan, "Is it worth the wait? Only if you want the best," is a rather shallow attempt at preventing impatient gamers from deserting the N64 in favor of a 32-bit machine.

as Nintendo 64 or N64."

In addition to the name change, Lincoln said the color of the Nintendo 64 system worldwide will be the same: the charcoal gray hue shown at Shoshinkai, and not shiny black as shown in earlier photos.

"There might be a little bit of variation as we do the final manufacturing and all of that, but the intent is to make it the same color worldwide. I think what was driving this particular decision was just a desire to knock off having one name in Japan, another name in the U.S. and Europe. Let's just put it all together."

Does this mean that games will be standardized between

systems of different countries? Marketing concerns make that an unlikely scenario, and Nintendo officials did not comment on system lockout codes for overseas games. However, the attempt for a unified-system look may be a response to a need for Nintendo to streamline its assembly lines or at least reduce production costs. "Hopefully people will understand that we are dealing with new technology and new production techniques," Lincoln said.

U.S. gamers who don't have the will power to wait until Sept. 30 may want to turn their heads to Japan, where the April 21 launch has virtually been set in stone by Nintendo Co. President

Hiroshi Yamauchi. According to Lincoln, there will be no pack-in game with the Japanese system; a similar announcement regarding a U.S. system pack-in is expected this May.

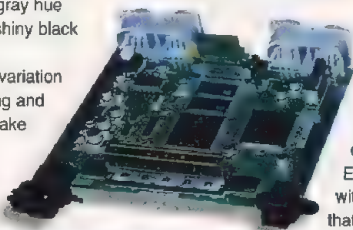
As far as software is concerned, Main said eight to 12 titles will reach the North American market this year.

Lincoln elaborated on software prices, stressing that they'll hold true to current Super NES cart costs (\$60 to \$70). He added that this price limit will apply to both first- and third-party titles, unlike during the launch of the Super NES, when only Nintendo's own titles were kept below

\$50 while third-parties freely set higher prices.

Nintendo of America will officially roll out the N64 details next month at E3. "We'll come out with all guns blazing in that presentation to retailers and third-party publishers," Lincoln promised.

That's what they intend to do anyway. Will it happen? We'll just have to wait and see.



The Nintendo 64's internal organs reveal a meticulously planned and compact layout. The green protrusion at the top is where memory expansion cartridges will plug in.



Fueled by growing requests for game demos, **Ubi Soft Entertainment** has rolled out a demo CD that features Rayman, the company's popular side-scrolling character. This marks the first playable third-party demo to come out for the **Sega Saturn** and **Sony PlayStation**. The demo sells for \$5.95, and includes a \$5 rebate toward the full game.

In an effort to bring virtual-reality video gaming within closer reach to gamers, **Virtual I-o** will sell a more affordable version of its television headset/goggles. Dubbed the "Virtual TV," the unit includes built-in stereo headphones and can be hooked up to any video-game system. When worn, the Virtual TV projects an image to your eyes that's the equivalent of a 62-inch screen in your face. The Virtual TV retails for \$399, while a version compatible with PC games is \$799.

PRESS START BULKY BONANZA

EAGERLY AWAITED NINTENDO 64 ADD-ON MAGNETIC DRIVE TO INCLUDE MEMORY EXPANSION PACK

In an attempt to debunk all the hoopla over CD-ROM technology, Nintendo has offered additional information regarding the not-yet-named magnetic disk drive that will debut late this year.

A special expansion RAM memory pack will be bundled in with the

drive that beefs up the memory capability of the machine.

According to Nintendo of America Chairman Howard Lincoln, "This expansion unit will give additional RAM memory to the main control deck, and therefore will help for both cartridge games and disk drive games."

An in-depth look (see below) at the performance specs for this peripheral, referred to by some as the "bulky" drive, shows it is quicker than the PlayStation or Saturn's 2X-speed CD-ROM drives when it comes to data access and transfer speeds, according to Nintendo's figures.

The N64 disks will be slightly larger and thicker than floppy disks. While the 64-MB N64



Nintendo has not yet decided if the memory

expanded module will be 1 or 2 MB. In any case, it will fit into the front memory slot of the N64.

magnetic disks hold merely one-tenth of what CDs can, it has 20 MB of read/write space. This significant chunk of space offers possibilities above and beyond mere game-saving functions. (Imagine an N64 version of Doom in which

players can create and save their own specially designed levels, for instance, or a 3-D painting game in which gamers can create and save their works.)

Of course, the catch is the price. While Lincoln declined to speculate on a specific cost for the unit, price comparisons with similar PC drives indicate a price between \$150-200. Combined with the main console, the total cost for a combo system would hit \$400 or more at first—a jump above the current \$300 32-Bit machines.

The first game planned for the drive is the next offering in the Zelda series. Officials have stated that Shigeru Miyamoto will work on this game after he completing Super Mario 64.



Ironically, the N64 will be the company's first-ever system that actually uses the expansion port underneath for a peripheral.

Using numbers from Nintendo and other sources, *EGM* compared the performance of the Nintendo 64 bulky drive to other data storage devices out on the market. Here's what we found out:

BENCHMARK COMPARISONS



N64
3.75" N64 MAGNETIC DISC
64 MB (20 MB read/write;
44 MB read only)



M/O
3.5" MAGNETO-OPTICAL DISC
120-230 MB (read/write)



Zip
3.5" ZIP DRIVE DISC
100 MB (read/write)



CD-ROM
5" CD-ROM DISC FOR 2X OR
4X SPEED CD-ROM DRIVES
540-640 MB (read only)

DATA ACCESS TIME

This benchmark shows the average time it takes to find data on a disc. The N64 bulky drive locates data twice as fast as 2x CD-ROM players including the PlayStation and Saturn, but not nearly as fast as high-end PC data storage devices (times in milliseconds, low numbers are best).

N64	150
M/O	30
CD (2x)	300
Zip	29
CD (4x)	190

DATA TRANSFER RATE

This benchmark measures how quickly data can be loaded from disc to system memory. Again, the N64 bulky drive trebles the transfer rate of 2x CD-ROM players; the slowness of the latter is why Nintendo engineers shunned CD technology in the first place (rates in MB/sec, high numbers are best).

N64	1
M/O	2.1
CD (2x)	.3
Zip	1.25
CD (4x)	.6

HARDWARE/DISC COSTS

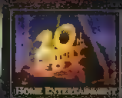
Nintendo has not announced how much the bulky drive will cost, but rumors of a \$150 price tag sound reasonable. Based on other discs' prices, it should cost Nintendo roughly \$10-15 to manufacture one blank bulky drive disk (retail costs in U.S. dollars; first number is for drive, second is for blank disc).

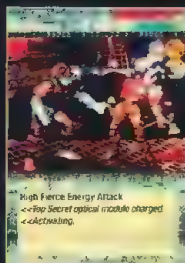
N64	\$150/\$25
M/O	\$500/\$25
CD (2x)	\$150/\$10
Zip	\$200/\$20
CD (4x)	\$350/\$10

"YIPPIE-KI-YAY *%#@#?£!"

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Nintendo's Killer Instinct has decided to go low-tech for its next game. The company has given a license to **Topps**, the trading card company, to produce the official collectible card game. Sixty-card starter packs will sell for \$9.95; 12-card booster packs will sell for \$2.75. Look for the Killer Instinct cards in stores this May.

Crooner Trent Reznor of **Nine Inch Nails** fame may be lending his musical touch to **id Software's** eagerly awaited sequel to **Doom**, entitled **Quake**. **id** has reportedly talked to Reznor about putting together music for the 3-D game. Given **id's** knack for creating games with eerie, moody atmospheres, Reznor is certainly a qualified candidate for the job. **Quake** is first slated for the PC before making its way to 32- and 64-Bit systems.

SLEEPING



Sega and Nintendo
 to create future titles

WITH THE ENEMY

SEGA'S DSS, DVD ALLIANCES

HINT AT GAMING'S GRAND FUTURE

New technologies make for entirely strange bedfellows.

Hayao Nakayama, CEO of Sega Enterprises, recently announced the company will work with Matsushita to create DVD* home entertainment products. The format, which stole the show at the last Winter CES, may end up revolutionizing not one but several industries—including video gaming. The CD-sized disc can reportedly store up to four full-length feature films with 300 percent better resolution than a standard VHS VCR, with sound quality superior to CDs.

Sega's announcement comes hot on the heels of rumors that the two corporations might jointly introduce the M2 chip technology Matsushita recently licensed from 3DO for a cool \$100 million.

The rumored joint venture would have ostensibly yielded Matsushita's promised

64-Bit machine, backed by Sega's marketing prowess and strong arcade titles. However, Sega and Matsushita's collaboration will be completely limited to DVD, said officials, who noted that a final product is still several years away.

No talks are currently in the works regarding M2 technology, officials added.

In what may eventually develop into another key alliance, Sega appears to have joined the direct-to-home satellite market. O'Rourke Bros. Distributing, an exhibitor at the Winter CES, announced an advanced digital television product that would carry future access to the Internet, 30 digital audio channels, more than 85 digital video channels, 16 pay-per-view channels and, most importantly, "five data feed channels...to hook up your computer directly to the Sega* DSS receiver

(Continued on Page 22)



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PRESS START

SEGA'S DSS, DVD DEALS

(Continued from page 20)

Not long after this blurb was published, representatives from O'Rourke reported that their Sega connection was simply in name, which was licensed from Sega of Japan.

"That's a good brand to enter this market with," an O'Rourke official remarked, "because it's such high recognition."

Between this move and the recent Matsushita DVD alliance, Sega is obviously keeping an eye on the future moneymaking opportunities, making it no wonder that "diversification" is the first word on every Sega marketing director's tongue.

Where could these deals lead Sega? The first probability is a variation of the Sega Channel that would support 32-Bit and possible multiplayer gameplay. Currently, the Sega Channel cannot interact with the Sega Saturn because the cable lines have too thin a bandwidth or data pipeline. A satellite link could solve this problem by offering multiple channels of games, much like a pay-per-view service.

Another possibility, though admittedly one that's somewhat more of a stretch, is a large home entertainment system that would graft together a DVD film and music player, an Internet-accessed computer, digital TV programming and gaming system.

*What's in a (DVD) name?

DVD has had many names: Digital Versatile Disc, Digital Video Disc. Which is correct? Neither. To end the confusion, companies agreed to call the format simply DVD. It doesn't stand for anything, but many use digital video disc anyway.

GAME ON!

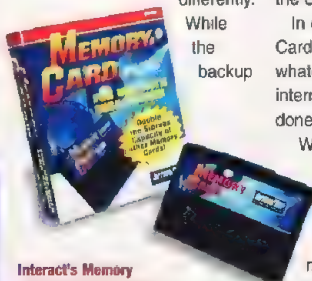
T



Rating
6.0

SAVER DEFTLY JUGGLES SATURN MEMORY

The Memory Card Plus for the Sega Saturn may look like a backup cartridge, however it works far differently. While the backup



Interact's Memory Card Plus for the Sega Saturn has twice as much saved-game storage space as Sega's Backup RAM cartridge. The card sells for \$39.95.

cartridge saves and loads games directly to the system, the Memory Card Plus requires an extra step because it uses the Saturn's internal memory.

In essence, the Memory Card Plus can save and reload whatever data is stored in the internal memory. This can be done before or after a game.

When the card is plugged in, a special menu pops up that shows gamers what data they can transfer and how much memory space is left. The menu is very easy to follow, with instructions on the bottom of the screen.

To reload a game, the gamer

merely picks the saved data file and transfers it back to the internal system memory.

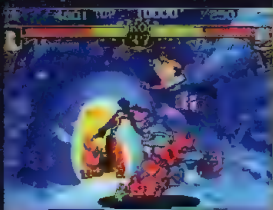
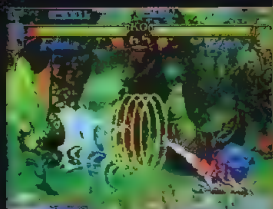
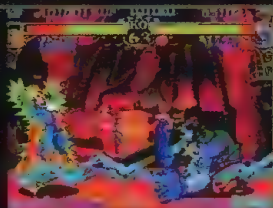
While this method of saving and loading games takes longer than the backup RAM cart method, it presents several advantages. Most importantly, the card gives gamers twice as much space to save data on compared to the backup cart.

The On-screen Menu also makes it very easy to save multiple copies of a game.

Overall, the card presents a smart way for overcoming the backup RAM cart's current memory limitations.

Rating
9.0





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- Sergio Aragones plays both DC and Marvel for April Fools (April 12th).

Plus:

The world of David Mack's "Kabuki" expands (April 26th).
Radical Dreamer reaches its Prime (April 19th).
Battlestar Galactica's new writer Richard "Apollo" Hatch.

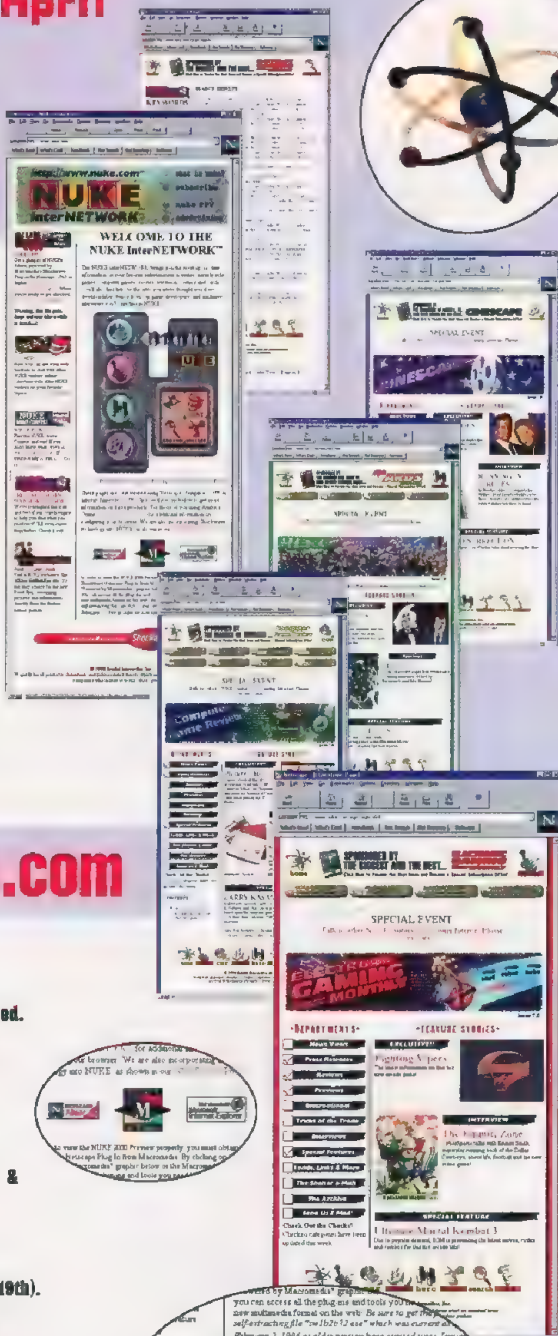
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CGR

- The Infocom team: A look back at how it all started.
- The first review of Ripper, Take 2 Interactive's start-studded adventure.

EGM

- Hands-On Coverage of the Nintendo 64 & The First N64 Games.
- The latest news on the M2 game system (April 5th).
- An in depth profile of Tekken2 (April 19th).
- Earthworm Jim creator Doug TenNaple talks about his new game through Dreamworks SKG (April 12th).



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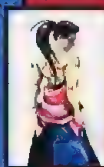


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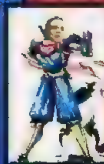
THE REVIEW CREW



ANDREW baran

Current Favorites:
WarCraft 2
SF Alpha 2
Horned Owl

Andrew isn't here for EBMV video games. One will sometimes stand out, like *Psychic Detective*, but for the most part, they lack something. Lack of character, and/or control that is better than the rest.



MARK lefebvre

Current Favorites:
X-Com
SF Alpha
Tekken 2

Mark likes many types of games. Fighting, action, and action titles come in close second, but any all-time favorites include games that test your knowledge or strategy skills: some and puzzle games.



MIKE desmond

Current Favorites:
SFA/SFA 2
Alien Trilogy
Resident Evil

Mike's picky when it comes to video games, but any overall favorites type game is fighting. Although I'm not good at them, as I should be, I'm enjoying learning more.



SUSHI-X

Current Favorites:
SFA 2
War Gods
Floating Runner

One of the most fighting games expert. I generally prefer these and many other action titles. I'm one of the few who love the violence of reviewing games. I'm not afraid to say I'm not a killing machine.

HOW GAMES ARE RATED...

The reviews that are published in **EGM** are created after each game on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

playstation

ALIEN TRILOGY

acclaim

GAME OF THE MONTH



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

Pass.& Mem Card

I've been waiting for this series to be done right. Probe has built this game into the Alien universe by using authentic sound effects and the same visual motif of the second film. The game plays remarkably like *Doom*, but it is hard to raise and lower your sight quickly. The levels are arranged the way a real colony would be. Especially like the APC garage. The special lighting effects and glass breaking really add to the realism. Any fan will love this game.

This is one of those must-have games. Right from the beginning, I fell in love with it. The gameplay is similar to *Doom* with the exception of mission goals that have to be carried out. The graphics follow very closely to the movies. The music sets the mood nicely and the layout of the levels will have you coming back for more. The animations of the face huggers could be improved a bit and a single Strafe button would be nice, but it's still an action-packed thriller.

Alien Trilogy is a great game. The graphics and actual sound effects used from the movie are fantastic and really add to the depth and overall feel of AT. Unlike other *Doom*-type first-person games, AT has mission objectives for each level, which is a nice touch. You couldn't ask for more when it comes to content; it's perfect for this type of first-person game. Overall, AT is an all-around great game that shouldn't be passed up by PlayStation owners and Alien fans.

Alien Trilogy is a great attempt at a first-person shooter with a new direction. The graphics are outstanding and properly fit the expected appearance of a game like this. The only difference in AT compared to a battle-intense *Doom* clone is that the action has been toned down a notch to make even small enemies (like face huggers) more lethal. Alien fans rejoice all the way to the store and be sure not to miss out on the latest and the best Aliens title yet.

Best Feature:

The Details

Worst Feature:

Accuracy

Time To Complete:

A Few Days

Also Try:

Doom

super nes

FRANTIC FLEA

gametek



category:

release date:

Action

Now

challenge:

back-up:

Moderate

Password

I had a hard time getting into this one. While it does add a new twist to the genre by having you look out for the items (fleas) you've already collected, there wasn't enough to keep me interested. As far as I could find, there weren't any secrets. The gameplay is straightforward, and it controls well. However, jumping on the trampolines is difficult. I don't like how the enemies will reappear after you scroll past them. What audience is this for? It's too rough for kids. Frustrating at times.

This cartoon-looking title has some innovative features, but, however, in the end, it's not enough to hold my interest. The methods of attack are different from similar games, yet on a y add to the poor control of the game. To finish each level you must collect a certain amount of mini-fleas. Starting over at zero after each hit proved to be more frustrating than fun. The later levels are exciting, but can become repetitious. Some bonus levels or cinematics would help break this up a little.

Frantic Flea has the potential to be a good game due to its colorful, imaginative levels and unique characters. However, it falls short in the graphics and playability department. I also don't like the idea of losing all your fleas after getting hit just once—it tends to become more frustrating as the levels progress. Some hidden levels or super attacks would help even up this title, but without them, it becomes redundant after just a few levels. Rent this one before you buy it.

At first glance *Frantic Flea* appears to be a child's game surrounded in a mask of illusory challenge. However, after playing, the action begins to grow on you. Cartoon-style graphics and the use of new types of machines like Stikko Pads, Suction Tubes and Sparking Posts bring the action alive. The game's only problem is *Frantic's* only attack—it's not as effective as one would hope. If you can overlook the lacking Spin move, *Frantic* is a great game for amateur players.

Best Feature:

The Stikko Pads

Worst Feature:

The Spin Attacks

Time To Complete:

Medium

Also Try:

EWJ, EWJ2

saturn

THUNDERSTRIKE 2

u.s. gold



category: release date:

Simulation

Now

challenge:

back-up:

Moderate

Internal

Battle buffs and action fans may want to check this one out. The graphics are the best seen to date for this type of game. Realistic scenarios and detailed enemies really make this one shine. No game's perfect, and this one has its fair share of problems. The pop-up is pretty bad and the game is slow. However, this is countered by precise controls that are really easy to pick up. It's a lot of fun blowing the heck out of enemy bases. ThunderStrike 2 is worth the price of admission.

There have been a lot of flight sims coming out for the new systems lately, and ThunderStrike 2 is my favorite. The game has all the technical aspects that make a great sim, with the added benefits of easy-learned controls and multiple views. A variety of different scenarios, multiple weapon configurations and graphics that do a fantastic job of simulating true flight from a helicopter are a few features that put this one on top of the rest. It's a good solid game for all fans of this genre.

Although there have been many sims coming out for next-generation systems, none can compare to ThunderStrike 2. It's a good blend of arcade and flight sim with both perfect control and good graphics. The missions, which vary greatly from campaign to campaign, are intense and full of action. However, its main downfall is the pop-up and inability to choose which target your weapon is locked onto. With its 26+ missions, ThunderStrike 2 offers hours of serious fun.

Clear mission objectives and plenty of impressive explosions can really make a game. ThunderStrike 2 blends high-quality graphics with varying terrains and missions to give players a great experience. Most importantly, T2 is easy to get into and have fun without struggling with complex controls. This title is definitely an arcade shooter with action diverse enough to capture any player's enthusiasm. This one is packed solid with excitement in every mission.

Best Feature: The Explosions

Worst Feature: Pop Up

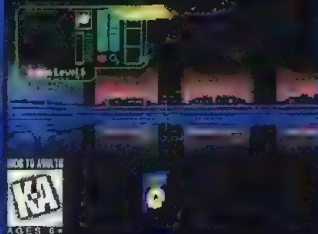
Time To Complete: Medium

Also Try: Scramble Cobra-300

saturn

DEFCON 5

data east



category: release date:

Action/RPG

Now

challenge:

back-up:

Moderate

Memory Card

If you want a first-person game that relies on plot rather than action, this is probably what you should try. Defcon 5 has you wandering around a colony defending it from enemy forces. There are plenty of things to accomplish, from setting up software to manning gun turrets. Only a small part of the game is running around shooting enemies. The control is tight, and the backgrounds are detailed. There's a little pixelization here and there, I like it, but Doom fans probably won't.

Defcon 5 is a very in-depth game that plays similar to Doom with a first-person perspective, but relies more on solving puzzles in order to progress through the game. The story line is intriguing enough to hold your interest. However, there are a few drawbacks. The surrounding graphics are very pixelated and will easily confuse a player when trying to navigate throughout the corridors. If the control was a little better, this one would be an awesome sci-fi thriller.

At first look, Defcon appears to be like another Doom clone, but in actuality, there is much more to Defcon 5 than meets the eye. The graphics are fair and the control is just right for a game of this genre. The many different engines used in the game make Defcon 5 a well-rounded title. Defcon 5's incorporation of strategy, story line and puzzle solving makes this game a good choice for those who are looking for a game that will pull you into the action.

Multiple engines and different situational requirements make Defcon 5 a well-rounded title. The game may look primarily like a first-person title, but in reality, it combines role-playing action with strategy to give players more than what is expected on the surface. Whether you are running through the levels looking for clean air or gunning down invading enemy ships from within a planet-based turret, Defcon 5 won't leave you without action for very long.

Best Feature: Game Depth

Worst Feature: Difficulty

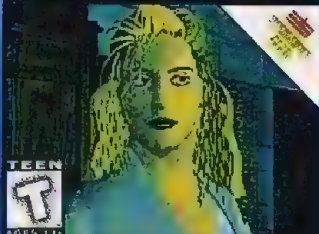
Time To Complete: Long

Also Try: Defcon 5-PS

saturn

D

acclaim



category: release date:

Adventure

Now

challenge:

back-up:

Moderate

None

If you want a puzzle game that will make you jump right out of your seat, D has all the cinematics you could ever want. The puzzles are intelligently thought-out and solvable if you put some time into it. The sounds are combined with the graphics to really illicit some emotional responses. Compound that with an excellent plot, and you have yourself a good game. The only real downfall lies within the horrible dithering of the FMV. It should have been cleaned up. It's worth checking, though.

D is a very slow-playing game with dark, dirty graphics to it. This isn't a bad thing; it just won't be the type of game that all players will enjoy. With the graphic content of the plot, this probably won't be for the younger gamers, but fans of games such as The 7th Guest and Phantasmagoria will enjoy this one. D has a great story line to it, and enough puzzles to keep players up past their bedtime. This should be the first choice for any mature Saturn owner looking for a new game.

This fully rendered adventure/puzzle game has a great story line and cinematics scary enough to make you an insomniac. The game itself moves somewhat slow, but you become used to it rather quickly. Load time between levels is almost nonexistent, and the puzzles themselves are rather difficult. The lack of Save and Pause features means you must play the game from start to finish, which isn't necessarily a bad thing. Saturn owners should check D out!

The story and riddles in the other version really caught my attention. The Saturn release is a faithful reproduction of the original but has an added feature that any player could get caught up in and enjoy—transition speed. The between-action pause common in the 3DO has been cut in half on the Saturn. Fast play combined with a great story is what players can expect from a detailed game like D. Plan on a lot of challenge and to be scared out of your wits.

Best Feature: The Story

Worst Feature: No Pause Feature

Time To Complete: Medium

Also Try: D-3DO and PS

saturn

CLOCKWORK KNIGHT 2

sega of america



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

None

CK2 is a tremendous improvement over the original. The gameplay is tweaked and running is certainly easier to do. All sorts of special effects are used to show off the Saturn's capabilities, particularly with the screen rotations. The difficulty is ramped well with novice players able to get pretty far. However, hardcore gamers will win right through this game. There are even many more secrets, like hidden games inside. This CD stands out as one of the best examples of a Saturn side-scroller.

Besides being an overall fun game to play, Clockwork Knight 2 has some really unique aspects to it that I haven't seen before in any other title. The pseudo 3-D environment has been done perfectly, and it utilizes the ability to jump between the foreground and background to solve some of the perplexing puzzles throughout the levels. The game is complemented by a high-paced music score and some of the wildest looking Bosses yet. It's a must-have for the Saturn!

Clockwork Knight 2 really shows off the Saturn's capabilities with its awesome effects and attention to even the most minute detail. The large and imaginative levels complete with hidden areas will impress almost anyone, as well as the superb control and great music. Clockwork Knight 2's use of both foreground and background playing areas and cool Bosses really adds to the gameplay. This is a must have for any CK fan and Saturn owner. Good job Sega!

Clockwork Knight shocked many players by showing the capabilities of the newly released Saturn. Now CK2 comes into the picture with its highly detailed action and graphics worthy of great honor. Giant stages and an imaginative two-level playing area give this title unlimited replay value. The sharp and accurate control also make it fun. Fans of the first Clockwork Knight should not miss out on this one, because it is the best addition to any Saturn owner's collection.

Best Feature: The Detail

Worst Feature: Easy Bosses

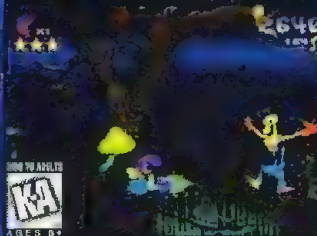
Time To Complete: Medium

Also Try: Clockwork Knight

playstation

JOHNNY BAZOOKATONE

u.s. gold



category:

release date:

Action

Now

challenge:

back-up:

Hard

Password

JB has a few problems that need to be addressed, particularly in the collision. For instance, there are trees that require you to be on an exact pixel in order to stand on them. Not knowing what you can and cannot walk on weakens the gameplay substantially. Except for the collision, the gameplay has a lot of technique, especially cool is using your gun to hover. Overall the music and visuals are detailed and work well to create an ominous mood. Good, but needs tweaking.

Johnny Bazookatone has everything a player is looking for in an action game. Besides graphics, at the top of the list are the different ways to attack with Johnny. Not only are they unlike other games attacks, but they can be linked together to pull off some moves that inflict the most damage—but require precise timing from the player. The main theme of the game revolves around music, and JB has some of the best I've heard, not only music, but sound effects as well. Great game.

This is one of the most unique side-scrollers I have seen in a long time. The most impressive aspects of JB are the colorful and imaginative SGI graphics that are sharp as well as the great music and large levels. The control took a while to get used to because of the many buttons you need to use simultaneously. Don't expect to fly through the levels though, because they can become quite difficult. If you are looking for a great side scrolling game, Johnny B. is your man.

A new character with attitude for the 90s, JB brings players challenging levels and sharply detailed graphics. Although relaxing, the Kenny G-style background music may be a shock for players with faster metabolisms accustomed to a pumping beat in other games. Johnny B. is building a steady following of players looking for a new type of challenge with complex combinations of moves. Players must try JB. However, don't expect any leniency, since the levels are merciless.

Best Feature: His Hair

Worst Feature: Kenny G. Music

Time To Complete: Long

Also Try: JB-Saturn

playstation

KRAZY IVAN

psynosis



category:

release date:

Shooter

Now

challenge:

back-up:

Adjustable

Memory Card

KI is a mech lover's dream come true. It features a realistic fighting arena and many detailed robots to fight. The cinemas are of pristine quality and the comedic sequences are really played up. The gameplay is tightened just right, though the Side-step button has to be constantly hit to evade a foe. The plot is pretty interesting, but it wears thin, leaving KI a tad bit repetitive. The Link Mode is the saving grace, giving the game more longevity. It makes good use of the PS hardware.

If you're into the mech-type games and you own a PlayStation, you'll want to check out Krazy Ivan. I was very impressed with the graphics of the terrain...very smooth. Also, the control is everything you could ask for in a game of this type, especially since every button on the controller is used. It's a solid title, but I was expecting more in the terms of levels. It may take the average player a while to beat KI, but not much replay value. You may want to rent this one first!

I have been waiting for a great mech game on the PS, and it is finally here. Although Krazy Ivan doesn't have the depth of a true mech sim, it does have the makings for a great shooter with its smooth control and clean graphics. Offering only a handful of missions, the game can be beaten in a short time, leaving little replay value. The helpful hints from your comrade throughout the missions are a nice touch and are helpful to the beginning player. If you like mech games, check out KI.

A revised mech sim for players seeking more action and less role-playing, Krazy Ivan supplies players with five levels with clear-cut mission objectives. Unlike many other mech sims that let you wander mindlessly, this title features between-scene cinemas as well as in-mission info to keep you well informed about your mission objectives. Mech control is quick and battle is always fun with the handful of effective weapons that have little trouble rapping through the enemies.

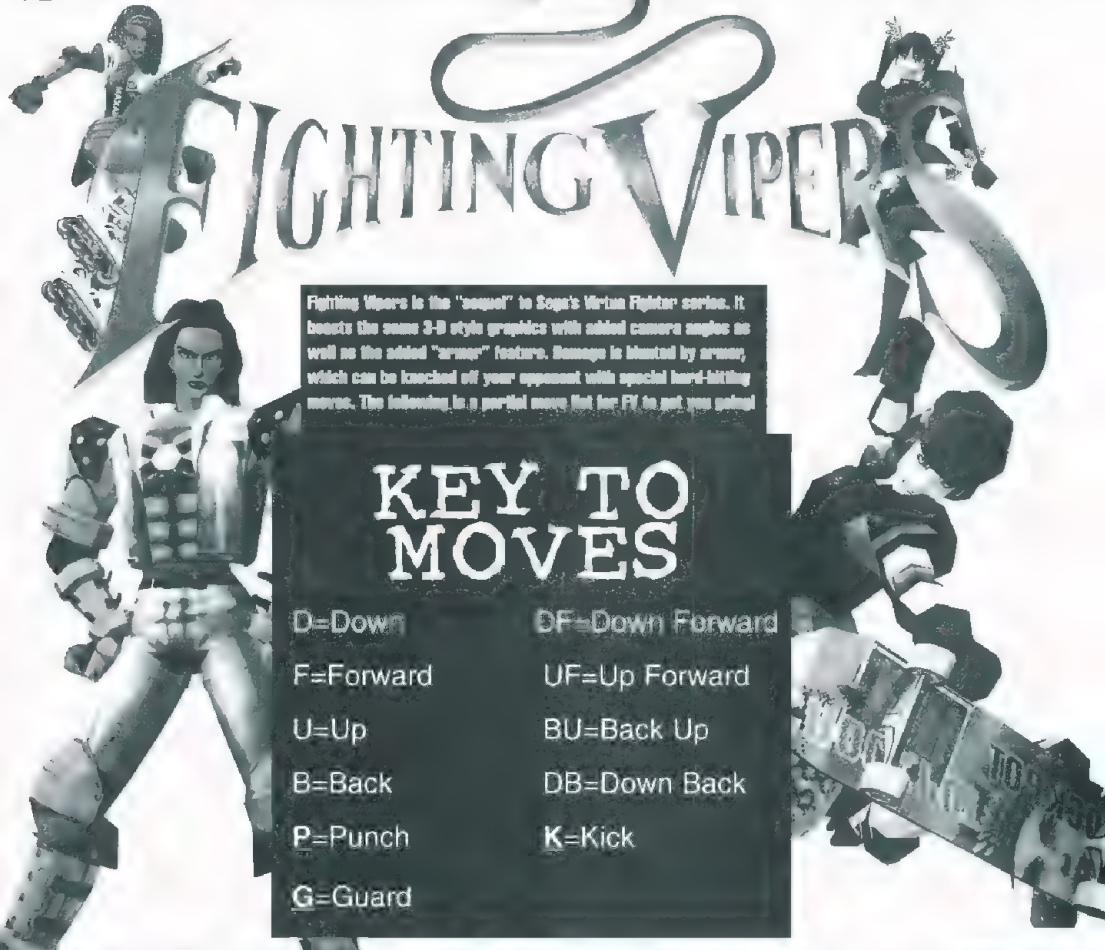
Best Feature: Enemies

Worst Feature: Side Stepping

Time To Complete: Medium

Also Try: Raven Project

QUARTERMANN'S CHEAT SHEET



SANMAN

Triple Chop	B, F, PPP
Reverse Sledge Hammer	DF, P+G
Leg Through	D, K+G
Peach Bomber	P+K+G
Hammer Down	D, P+K+G
Hammer And Sledge	D, P+K+G, D, P+G
Sanman Flash	F, B, F, B, P+K+G
Giant Swing	B, DB, D, DF, F, P

TOKIO

Open Arm Blow	F, PPP
Double Middle Kick	DF, KK
Triple Middle Kick	DF, KK, F, K
Heel Attack	B, D, K
Spin Gosae	K+G, D, K
Low Spin Float	D, K+G, KK
Middle Kick Combo	DF, K+G, F, K
Rolling Throw	F, B, P+K+G

PICKY

Combo Toe Kick High	PP, D, KK
Combo Upper Spin	PP, F, PK
Combo Knee Kick	PP, F, KK
Upper High Spin	DF, PK
Toe Kick High	D, KK
Heel Attack	U, D, K
Picky Flash	F, B, F, B, P+K+G
Neck Throw	F, F, P+G

RAXEL

Light Hand	F, PP
Elbow Low Death Spin	F, PKP, D, K+G
Death Spin Combo	DF, KP, F, K+G
Sliding Kick	D, K+G
Raxel Flash	F, B, F, B, P+K+G
Double Death Spin	F, K+G, D, DF, F, K
Neck Fold	B, F, P+G
Guitar Trust	F, F, P

HONEY

Rising Cat Upper	F, D, DF, P
Sit Kick and Punch	DB, KK, D, P
Horse Kick	F, F, K+G
Honey Peach	P+K+G
Honey Peach and Peach	P+K+G, P+K+G
Honey Flash	F, B, F, B, P+K+G
Cat Flip	D, B, P+G
Scorpion Attack	DF, K

JANE

Low Spin And Uppercut	PP, D, K, DF, P
Spin And Double Hand	PP, D, K, F, P
Body Blow And Punch	F, PP
Double Hand Attack	D, DF, F, P
Low Spin Up	D, K+G, K
Jane Flash	F, B, F, B, P+K+G
Front Back Breaker	F, D, P+G
Clinch Knee	B, DB, D, DF, F, K+G

BAHN

Combo Elbow	F, F, P, F, P
Rising Upper Combo	F, D, DF, P, F, D, DF, P
Bahn Flash	F, B, F, B, P+K+G
Elbow and Body Check	F, F, P, B, F, P+K
Guard and Rising Uppercut	B, DF, D, DB, PP
Dash and Body Check	(Dash) P+K
Atomic Drop	(Back) P+G
Headbutt	B, F, P+K+G

GRACE

Canal Spin Cutter	DF, KKK
Vertical Kick	DF, DF, K
Blade Cutter	U, D, K
3rd Spin Combo	D, K+G, KKKK
Ballerina Kick	F, K+G, K
Grace Flash	F, B, F, B, P+K+G
Diving Front Roll Kick	(Dash) P+K+G
Cross Arm Crunch Slam	F, B, P+K+G

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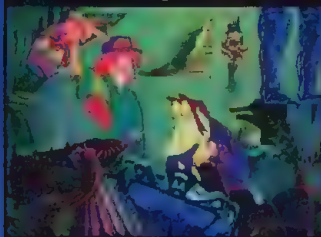
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3do

BRAINDEAD 13

readysoft



category: release date:

Adventure Now

challenge: back-up:

Moderate Battery

This is the best of the Readysoft FMV games. It is non-linear, unlike all of the others. The video quality is unsurpassed. I don't know how they did it. Fortunately there is an unlimited number of lives, since there aren't any on-screen prompts. When choosing paths, B13 is forgiving, allowing you to jog on the controller for a few precious seconds. The replay value is a little poor, but it's a real trip the first time through. Fans of Space Ace and Dragon's Lair will eat it up.

For those players out there who just couldn't get enough of games such as Dragon's Lair and Space Ace, full-motion video is back in Braindead 13. I've never been a big fan of these types of games, however this title is not only the quickest loading I've seen, however the graphics on the 3DO are nearly flawless. Very clear and colorful. Not too much replay value here, though, but the humor throughout the game seems to make it all worth while when you make a wrong decision.

Wow! The FMV used in Braindead 13 is the best quality video I have ever seen on the 3DO platform. It's just like you are watching Saturday-morning cartoons. As opposed to other games in this genre, BD13's load time is quick, and the control allows for some degree of error, allowing the gamer to "jog" on the controller to some extent. Although there is no replay value, BD13 is fun to play. Fans of Dragon's Lair and Space Ace are sure to like Braindead 13.

Interactive cartoon-based video games such as the first Dragon's Lair started a following that continues to demand the best from games like this. Braindead 13 boasts great new characters combined with plenty of action scenes to make players truly feel like they are in control of the first non-linear interactive cartoon. The worst feature about B13 is the demanding action sequences that will force you to encounter a death sequence many times before you advance.

Best Feature: The Characters

Worst Feature: Demanding Action

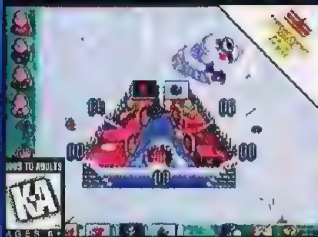
Time To Complete: Long

Also Try: Dragon's Lair

jaguar cd

BALDIES

atari



category: release date:

Strategy Now

challenge: back-up:

Moderate Memory card

Baldies is a fun strategy game where you build up a civilization and crush others. Sound cool? The graphics are average for this type of game, but the FMV video is of bad quality. The control takes time getting used to, but is worth the patience. You can do all sorts of neat things to enemies. Like throwing skunks into their houses. I wish there was one huge world map instead of a bunch of levels. Overall, this is one of the better titles I've seen for the Jag CD.

While the Jaguar has had some problems bringing out some of the better games in the past, Baldies is definitely a step in the right direction. To best describe Baldies would be a cross between Lemmings and Command and Conquer. This one will be a little confusing at first, especially getting used to the controls. Neither the graphics nor the sound are anything special, but what makes this one a winner is the addictive gameplay. It's a must for every Jag owner.

Baldies is a fun and comedic strategy game comparable to a cross between Warcraft and Lemmings. At first glance Baldies looks like just another shallow puzzle game, but in actuality it is a challenging strategy-based title that incorporates a little humor and a lot of planning. Dropping skunks in the enemy base and launching surprise attacks by concealing troops in trees are just some of the high points in one challenging stage of Baldies. Gamers should try it!

Strategy-based building games like Baldies usually give plenty of gameplay and enjoyment. Even without high detail in the graphics and tons of diversity, many players (especially the younger ones) will fall in love with Baldies. Relaxing Baldies music and changing randomness keep play from becoming stagnant as you build your troops. Utilizing real building strategy as well as the ability to hide troops in trees before a massive assault make Baldies worth a try.

Best Feature: The Fun Factor

Worst Feature: FMV

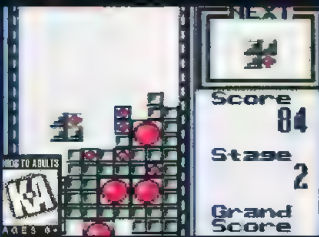
Time To Complete: Long

Also Try: Civilization

game boy

TETRIS BLAST

nintendo



category: release date:

Puzzle Now

challenge: back-up:

Adjustable Password

This is yet another sequel which fails to inspire the addition of the original. The game is really playable, but the small Game Boy screen makes things harder to see. Use the Super Game Boy instead. The blocks don't rotate; instead they automatically change their angle. This causes a few problems when placing blocks quickly. The gameplay is simple enough. Making horizontal rows may sound easy, but it does get tough around Level 20. Fun but monotonous.

With Tetris being such a huge hit, many portable gamers will enjoy this variation of the original. The game plays nearly identical to Tetris with an added twist: You can strategically set up bombs which when placed and detonated in the right area will wipe out huge sections of blocks. Modes include One- or Two-player, Contest, Training and Fight. Like Tetris, nothing special here in terms of looks; just extremely addictive gameplay and above all, a good time.

Tetris with a twist. Tetris Blast is the perfect game for a portable system like Game Boy. Tetris Blast is totally addictive, allowing players to set up huge combos, play against enemy characters or ink up with a friend. The control and graphics of TB are average. The multitude of modes available in TB will keep the average gamer playing for many hours. Although it is not a unique game, Tetris Blast is tons of fun and a good game to play when traveling.

Tetris is what the Game Boy does best. There is no better game to soak up your time while you are on the go. Tetris Blast gives players the chance to not only stack the falling shapes but to also build combos by massing bombs and super bombs to clear out the screen fast. Although the control is a bit of a jumpy, Tetris Blast is still fun nonetheless. Graphically it's Game Boy Tetris. What more can you possibly expect from a colorless portable system? It's fun.

Best Feature: Portable Fun

Worst Feature: Hard to see

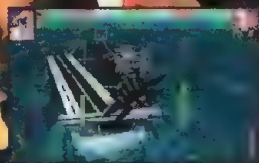
Time To Complete: Medium

Also Try: Tetris

mission: DEADLY SKIES™

BARF BAGS
NOT
INCLUDED

...and then you'll expect
...by the
...one-on-one
...can make
...doesn't make
...the teeth
...seeking
missiles and guided missiles. You
still have to keep the other guy in
your sights using whatever moves
you've got. Did you remember to
save that doggie bag from lunch?



PC CD-ROM



SEGA SATURN



PlayStation

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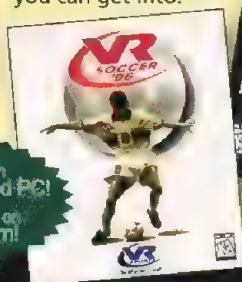


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Nintendo Has Bulky Launch Latest N2 Information Virtual Boy Sees Red

PlayStation 2 Rumors Sega To Debut Browser Atari Merges Out Of Gaming

Get back to where you once belonged my Quarter-Friends, the Q is back and better than before with the best gossip and insider info you'll find in any gaming mag. The Q-Mann has struck gold once again with a page full of rumors that run the gamut of the gaming biz. We'll start off with the Ultra 64...er...that's Nintendo 64, and hand off the ball to Sony, Sega and the rest of the market before bidding good night to a legendary name in gaming...Starting things off this issue comes the now-famous news of Nintendo's decision to not only alter the name of its next-gen super machine, but also the release date—both in the U.S. and Japan. With softs trickling into reality, this Nintendo project won't see the light of day until mid-year in the Land of the Rising Sun and fall in the States. But unknown to most, the one benefit of this delay will be a simultaneous introduction of both the N64 and the secret "bulky" drive accessory. Look for both items to be resting side-by-side, along with about a half dozen games at launch. With more and more rumors swirling around the development of the PlayStation 2, Sony has released an official statement stating that talk of such a device is pure speculation. In a prepared statement, the company outlined that "Sony isn't going to make the mistake of other console manufacturers and promise the release of a new, improved version of the PlayStation. PlayStation 2 is only a rumor and not a fact." Unfortunately, Sony forgot to rip the concept of a PlayStation sequel from its developer unveiling in England last year, where a timeline was published that showed a PS2 intro coming next year while even mentioning a PlayStation 3! With their official word, however, the shirts at Sony have apparently put development of their next super system on hold...

While on the subject of the Station, Squaresoft has had talks with Sony about possibly doing a combo disc featuring Final Fantasy I through IV from Japan. Considering the fact that Nintendo has a stake in Square, such a move would sing high praises for the PlayStation as an all-purpose gaming machine. Look for Sega to follow-through with earlier Q-News and team up with Matsushita to co-develop and/or co-market new dev ceps employing DVD technology. My Q sources indicate that the results of such a pairing may be a ways off, but will come...


Here's a juicy one from the N-Files: The Q hears from several sources (and on the Internet) that completed N64 machines are now in completed packaging. While the Q was the first to call an April release into question, the fact that Nintendo has contended that such a delay was only to allow software to catch up to the console could support such a rumor. Right now, however, the Q-Mann doesn't buy it...In other related news, Nintendo has apparently signed a deal with Chinese chip manufacturer Macronix, according to *The China Post* newspaper. The deal means the Big N will pump \$30 million into development of Macronix's 6-inch IC wafer chip, and in return will get as many memory chips as it can eat...Still no official release date for the mighty M2, but some developers are telling you're truly that the unit could face off against the N64 head to head—possibly with the same release date! Studio 3DO is working on 10 M2 titles as you read this, including Battleport and a sequel to Killing Time. Also look for a new M2 Mortal Kombat that could be Ultimate, or maybe something else entirely...

Hang on to your hats Goldstar 3DO owners. The machine developed to define video-game standards will reportedly not be compatible with the upcoming Panasonic M2 technology upgrade. Maybe this could explain the \$199 + two softs that Goldstar offered up last X-Mas and the Q has heard only rumors of a connector that will bridge the 3DO/M2 gap. Look for 3DO to jump on the Internet bandwagon with its own online device and gaming infrastructure. Look for Sega to debut its Saturn Web Browser at the E! show in L.A. Sources tell the Q that it will retail for 150 bucks and come packed with mouse and all connecting devices. Hot on the heels of the successful launch of Doom for the PlayStation, GT Interactive has picked up the rights to id Software's brand-new blaster, Quake. The game has had PC owners foaming at the mouth for months with a new 3-D graphics engine that provides a more detailed and richer environment. Virtual Boy is seeing red with both Takara and Taito, two companies that were leading the VB bandwagon, announcing that they will no longer support the machine. Rumors across the pond all point to the Boy's European intro being put on indefinite hold.

Capcom did it again! The rumors about the company developing Street Fighter III were proven false when Street Fighter Alpha 2 turned up on test at local arcades. The sequel features quite an overhaul from the original SFA with new characters, music, backgrounds and combos added. But the name? What's next Capcom? Super Street Fighter Alpha 2 Championship Edition? ASCII Entertainment is working on King's Field 3 in Japan and is rumored to have plans for a U.S. introduction as King's Field 2. Look for Sonic to make an appearance in an upcoming Virtua Fighter game...Look for Acclaim and Marvel to combine forces with a new game that features XO-Man of War with Iron Man for the 32-Bitters...The Q hears that Williams is the front runner to snatch up the Atari Games coin-op division from Time Warner that has ditched up the greats from the beginning of time. Acclaim and Electronic Arts are also rumored to be in the running for the arcade powerhouse...

Lastly, Atari has ceased its long battle for market share in the video-game industry by pulling the rug out from under the Jaguar. The company has merged with JTS Corporation and taken an approximately 60 percent interest in the combined venture, but will be looking for buyers or parties interested in licensing hardware/software for the under-supported next-gen machine. Even though Atari had some great ideas and occasionally the best hardware on the market, the company suffered from a lack of diversification in a field where huge bucks are needed to compete. Although it had the rights to both the 8-Bit Nintendo Entertainment System and 16-Bit Sega Genesis at one time or the other (only to let them slip through its corporate fingers), the company's philosophy of hardware over software is what ultimately ended its game. With that the Q bids the Jaguar, Panther, Lynx and a wide spectrum of computer products—as well as you—farewell. At least until next month

- The Q



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**TRICKMAN
TERRY NEEDS
A BRAIN
OVERHAUL!**

[illegible]

42 FM



HOW THE FURIOUS PRIMAL BEASTS ARE RAGING ACTION FIGURES FROM PLAYMATES!

SLASHED, CHEWED, RIPPED, GNAWED AND DEVoured. THAT'S IF YOU WIN.

So you think you're pretty tasty, huh? We'll be the judge of that. Because only the winner of the Primal Rage™ Follower Feast contest will have their image digitized for appearance in the Primal Rage™ 2 video game as one of the worshipful, and ultimately edible, followers. Losers, however, must content themselves with merely fantasizing about being torn limb from limb.

<http://www.playmatestoy.com>



GRAND PRIZE:

You and a companion will be flown to San Jose, California to spend a day at Time Warner Interactive with the Primal Rage Team. At the end of the day you will be videotaped and digitized to become a Follower in Primal Rage™ 2!

FIRST PRIZE:

You can win an original Primal Rage authentic arcade video game for your own home.

SECOND PRIZE:

Ten winners will each receive a complete set of Playmates' new Primal Rage action figures.

THIRD PRIZE:

Ten winners will each receive a Sega Genesis Primal Rage game cartridge.

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PRIMAL RAGE OFFICIAL CONTEST RULES

1. Please read rules and requirements carefully.
2. Return this official entry form or enter via the Playmates website at <http://www.playmatestoy.com>. Playmates not responsible for lost, late, illegible, incomplete, misplaced, postage due or undelivered mail. Illegible entry forms and entries not satisfying all contest rules automatically disqualified.
3. Mail to: Primal Rage Contest, Playmates Toys, Inc., 16300 S. Trojan Way, La Mirada, CA 90638. Entries must be received by May 31, 1996. All entries become sponsor property; none returned. Winners will be notified by phone.
4. Prize Structure: Grand Prize (1 Winner) Appearance in the next Primal Rage arcade game, includes round trip air travel to San Jose, CA, hotel accommodations, and transportation to/from TWI for two persons, along with a tour of TWI and a studio session in which the winner will be videotaped for an appearance in the sequel to Primal Rage. Winner responsible for all expenses not specified herein. (\$4,000 approx. retail value). First Prize (10 Winners) The original Primal Rage arcade video game (\$2,499 approx. retail value). Second Prize (10 Winners) Each of ten winners will receive a complete set of ten Primal Rage action figures (\$70 approx. retail value). Third Prize (10 Winners) Each of ten winners will receive a Primal Rage Sega Genesis game cartridge (\$64.99 approx. retail value). Taxes are winner's responsibility. One prize per household or family.
5. Contest open to U.S. residents in Continental United States, void where prohibited, licensed or restricted by law. Employees of Playmates Toys, Inc. and Time Warner, their subsidiaries, affiliates, advertising, and promotional agencies, the immediate families of same not eligible. If a minor grand prize trip winner must be accompanied by parent or guardian.
6. Trip prize must be booked 30 days in advance and claim by July 15th. 19% Bookings subject to availability; all arrangements by sponsor. Options prizes not transferable. No prize substitution or cash redemption.
7. For a winners list, send a self-addressed, stamped envelope to: Playmates Toys, Inc., 16300 S. Trojan Way, La Mirada, CA 90638.
8. By entering participants automatically consent to use of their photo and likeness in any manner deemed wise without additional consent.

OFFICIAL ENTRY FORM

Name (Please Print Clearly)

Address

Apt. #

City

State

Zip (Required)

Telephone

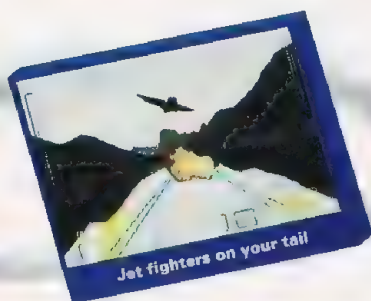
Age

Date

Contestant's Signature (Under 18-parent/guardian signature)

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Frank O'Conner, Editor-in-Chief, Video Games Magazine.
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TRICKS OF THE TRADE

Earthworm Jim 2

SYSTEM: Genesis

PUBLISHER: Playmates Interactive

Here are many codes that you can use to enhance the game, Earthworm Jim 2! Just begin your game, press START to pause, and enter any of the following codes on the first controller:

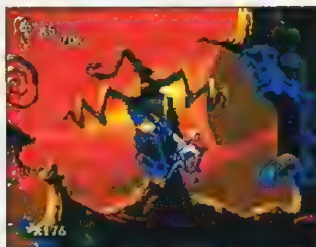
1-Up: A, B, C, C, C, A, A, B.

Ammo: C, B, B, A, C, B, A, A.
Three-Shot Gun: C, C, C, C, A, A, A, C.
Teleport Bomb: C, A, B, C, A, B, UP, DOWN.
Extra Continue Once: A, A, C, C, B, A, LEFT, LEFT.
Warp to Level 3: C, B, C, LEFT, RIGHT, LEFT, A, B.
Warp to Level 7: A, A, C, C, B, B, A, A.

CHEAT SHEET:

Many Cheat Codes

POWER TRIP Press the START button to pause in the middle of any game. Now take the first controller and enter any of the codes listed for results ranging from a 1-Up to a level warp.



Press START to pause. Next, enter any of the codes and you'll hear a sound. The three-shot gun trick is shown.

Sega Rally Championship

SYSTEM: Saturn

PUBLISHER: Sega

At the Mode Select Menu (Arcade, Time Attack, etc.), press the following buttons in this exact order: X, Y, Z, Y, X. Now, choose the mode

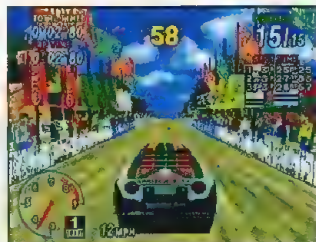
you want by pressing C. Choose the game you want (Champion or Practice) and at the Car Select Screen, move to either car at the bottom of the screen and press DOWN.

Geary Do; Sunnyvale, CA

CHEAT SHEET:

Access the Lambda Stratos Car

POWER TRIP At the Mode Select Screen, press the following buttons: X, Y, Z, Y, X. Choose the mode you want by pressing button C. At the Car Select, press DOWN on either of the bottom cars.



Do the trick and when you're at the Car Select Screen, the lower-left car will be auto, and the right will be manual.

The trick was done on a reproduction or Japanese version of the game and is subject to change.

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TRICKS OF THE TRADE

KILLER CODES

Game Shark PlayStation Codes



by Interact Accessories

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Mortal Kombat 3-
Unlimited Energy for
Player 1: 801bcb38 00a6
Total Eclipse Turbo-
Infinite Plasma Bombs:
80078DD4 0003
Defcon 5-
Infinite Ammo:
800D53AC 0014

Garfield: Caught in the Act

by Sega for Genesis

These passwords will help you through a lot of the game:

1. Old Lady, Garfield, Odie
3. Jon, Pooky, Arlene
5. Old Lady, Pooky, Garfield
6. Odie, Odie, Arlene

Eric Roth
West Hurley, NY

Johnny Bazookatone

SYSTEM: Saturn

PUBLISHER: U.S. Gold

CHEAT SHEET:

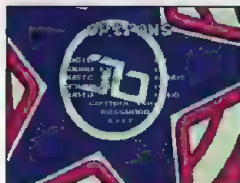
Passwords, Level Skip, Infinite Lives

POWER TRIP To go to the beginning of any level, enter the passwords shown below. Enter the TAEHC password to get an unlimited amount of lives and to skip to the next section of each level.

These passwords will allow you to go to any level in the game:

Level 2: Hotel-WALKER
Level 3: Kitchen-OVERTIME
Level 4: Hospital-VILLA
Level 5: Penthouse-ENDBOSS

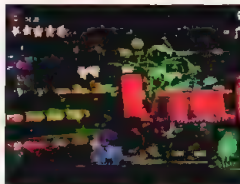
To acquire infinite lives and the ability to select your levels, enter the word TAEHC ("Cheat" backward). Your life counter will say 24 lives, but it will not decrease when you die. To skip to the next level, just press START to pause and then press X.



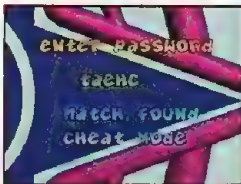
In the Options Screen, highlight the Password and enter it.



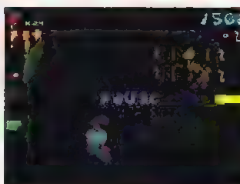
Enter the level password of your choice from the list.



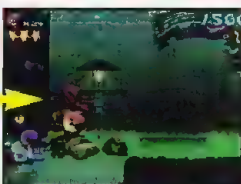
After searching, you will get access to your chosen level.



Enter the password, TAEHC (Cheat spelled backward).



Besides getting an unlimited supply of lives, you can...



...pause then press X to warp to the next level!

Last Gladiators: Digital Pinball

SYSTEM: Saturn

PUBLISHER: Time Warner Interactive

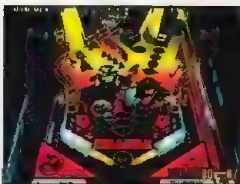
CHEAT SHEET:

Cheat Triggers

POWER TRIP At the Title Screen, press UP, UP, UP, UP, A, B, C, DOWN, DOWN, X, Y, Z, START. You'll hear a sound. Choose a pinball game, hold X and press UP for the numbers. Choose one and press Z.

This trick will give you the special modes of every pinball game whenever you want to trigger it. At the Title Screen, press UP, UP, UP, UP, A, B, C,

DOWN, DOWN, X, Y, Z, START. You'll hear a sound. Choose any pinball table and in the middle of play, hold X. While holding this, press UP. A set of numbers will appear in the lower-right corner. Change the numbers (anywhere between 00 and 10) and press Z for the result.



Choose a game and change the numbers on the right.



After the Title Screen appears, do the trick.



Each pinball game gives different results with the code.

"HOT GAME!"

- US News and World Report

**"THE GRAPHICS ARE AMAZING...
FANS WILL BE IN JOY STICK
HEAVEN."**

- Computer Gaming World

**"THE HIVE IS WHAT REBEL
ASSAULT SHOULD HAVE BEEN...
AGGRESSIVELY ORIGINAL...
GROUND BREAKING!"**

- Strategy Plus



As agents for the Galactic Federation, you and your partner, Ginger, had been given an assignment to infiltrate NoirDyne, a sinister corporation which has reactivated a once abandoned bioweapons production facility: The Hive. A Something went terribly wrong... your cover is blown and now the chase is on. With the help of Ginger's brief data loads, you must battle your way through scores of enemy fighters, ferocious ground troops, menacing robot weapons, and the deadly alien Hivebees. A Awesome action/arcade game play and killer graphics that will blow you away! • 16 bit stereo sound. • 20 pulse-pounding interactive scenes. • Two game play styles... gut-wrenching action sequences combined with never-before-seen Pavoractive™ game play that puts you in the middle of the action. A Download our free Windows® 95 demo from <http://www.trimarkint.com> or from Trimark's folder on CompuServe's Game Publishers Forum "B".

FREE DEMO



THE HIVE



TRICKS OF THE TRADE

KILLER CODES

The Crying Coin Trick

Before you perform this trick in front of your friends, roll a piece of tissue paper into a small ball and soak it in water. Squeeze out the surplus water, place the ball of damp tissue behind your right ear and you are ready to perform this mystifying trick.

Ask to borrow a coin from someone in the audience then rub it on your right sleeve near the elbow. You will find that this automatically brings your right hand near your ear; thus making it very easy for you to secretly remove the damp tissue. The audience will be looking at the coin, so they will not notice your secret action. Take the coin in your right hand with the tissue hidden behind it. All you have to do now is squeeze. The coin appears to cry much to the delight of the audience!

William Sarkodee-Adoo
West Africa

Spot Goes to Hollywood

by Virgin Interactive
for Genesis

Here are some helpful passwords:

- 02. FEWJS4TM
- 03. JNGFTKWS
- 04. DAPWWDHR
- 05. LBPGVDRO
- 06. BAER3JCH
- 07. DEM75ADL
- 08. HY7QUUB7
- 09. DMMY5HAR
- 11. YDGKVMUC
- 12. BUMB5STV
- 13. J6NVLDHY

Patrick A. Hall
Pewaukee, WI

Theme Park

SYSTEM: PlayStation

PUBLISHER: Electronic Arts

CHEAT SHEET:

Money Cheat



Put **BOVINE** as your nickname then after choosing your options, start your park. Hold the Square, X and Circle buttons. Keep holding these and your money will constantly increase.

This trick will allow you to cheat and acquire an unlimited amount of money!

When the game asks for your nickname, put in the word **BOVINE**. Choose the checkmark to exit. Now choose the rest of your options and then start your park. At the Park Screen (where you see the entrance), press and hold the Square, X and Circle buttons. The noises are your money increasing. You will also have access to all rides and features!



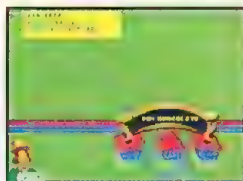
Put in your nickname as **BOVINE** then exit.



Choose the rest of your options here. Pick a park.



Now hold the Square, X and Circle buttons here.



A constant noise will let you know you're gaining money.



Once you cheat, you can buy anything with no cash limit!



All rides and features are available without research!

Darius Gaiden

SYSTEM: Saturn

PUBLISHER: Iaito

CHEAT SHEET:

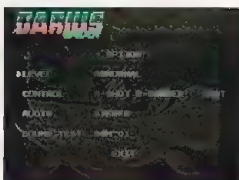
Difficulty Settings, Continuous Shooting



Do these codes at the Game Start/Option Screen for new difficulty modes: Hold X and press Z, C, I, R, LEFT, R, L for continuous shooting, hold B and press Y, RIGHT, LEFT, X, Z, L, R.

Do these codes at the Game Start/Option Screen. The first code will give you the option to choose Very Easy and Abnormal Mode.

To do this, press and hold the X button. While holding it, press Z, C, L, B, LEFT, R, L. In the Option Screen, two new difficulty ratings will be added. The next code will give you continuous shooting. In the game, hold button B and press Y, RIGHT, LEFT, X, Z, L, R.



Do the codes and you will have two new difficulty options.



At the Game Start/Option screen, do the tricks and you'll hear a sound.



Do the continuous shooting code for full stream shots!

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MILLIONS OF MEN AT WAR.
ONE LUNATIC STOKING THE FIRE.



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TRICKS OF THE TRADE

KILLER CODES

ThunderStrike 2

by U.S. Gold
for PlayStation

These passwords will get you through all the levels and stages of this game (0=zero, o=letter o)

South America

Level 1-
oNHV0V6VEBDU56Q
Level 2-
2NH70V9VEFDQ592
Level 3-
7RH30V7AEFD64B

Level 4-
8NH30V8EEJD24PI
Gulf 2-Oil Dispute

Level 1-
VNHR0V0E6JDE53

Level 2-
0RHV0Uo66NDA53A

Level 3-
iFH0DUoU6RDM5F2

Level 4-
NJHP0UKE6VDI5B

Stealth

Level 1-
o7HP0UoQAUDE45A

Level 2-
U7HL0UNIAUDA5RA

Level 3-
AFHP0UKUA2DM4M

Central America

Level 1-
FJHL0UGI2CE4K

Level 2-
G7HH0U72I2CA5P2

Level 3-
2BHP0URQI6CM58A

South China Sea

Level 1-
KRG50URQ26GE4J2

Level 2-
ORGL0UTI3AGA5DI

Level 3-
FRG9S1CM3EQM52

Panama

Level 1-
93G5SD9UNGGE4oA

Level 2-
VVG5SHUENGGA5SQ

Level 3-
JNGH4CPUNKGM5TI

(continued on page 31)

Agile Warrior

SYSTEM: PlayStation

PUBLISHER: Virgin Interactive

CHEAT SHEET:

Incredible Codes

POWER TRIP

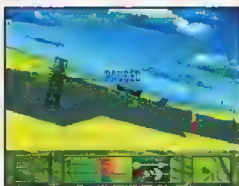


These Agile Warrior codes will give you some awesome power and provide you with a few cool effects. Just pause the game and enter the codes as shown with controller one.

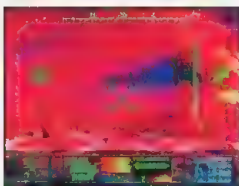
Any and all of these codes may be entered in the middle of any game. Just press START to pause and enter the codes as shown:

B1 Airstrike: LEFT, Square button four times, UP, Triangle button three times, RIGHT, Circle, DOWN, X six times.

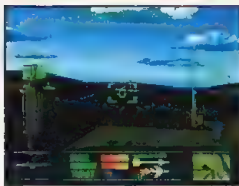
Mesh Fog Editor: LEFT, Square button four times, UP, Triangle button three times, RIGHT, Circle, DOWN, X, DOWN three times, Triangle button three times.



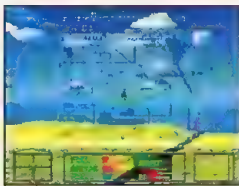
In the middle of any game, press START to pause.



The B1 Airstrike code sends out a destructive force!



With the Mesh Fog editor, you can change atmosphere.



The Overhead Map transparency lets you see all.

Overhead Map

Transparency: LEFT, Square four times, UP, Triangle three times, RIGHT, Circle, DOWN, X, Circle five times

Hover Mode: LEFT, Square button four times, UP, Triangle button three times, RIGHT, Circle, DOWN, X, Triangle three times, X.



In Hover Mode, you can stay still and blow them away!

Gex

SYSTEM: PlayStation

PUBLISHER: Crystal Dynamics

CHEAT SHEET:

Password for the Secret Planet X

POWER TRIP



From the Title Screen, go to the Password Option. On the Password Screen enter the code, RYRYXKB. Start your game and you will now have access to the stages in Planet X!

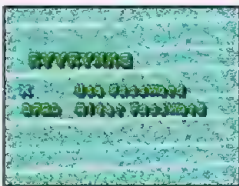
Normally, it would take quite a long time to master the bonus stages and acquire a remote for the coveted Planet X, but now

you can get to it via a simple password! From the Title Screen, choose the Password Option and enter the code: RYRYXKB. Go back to the Title Screen and start your game. You will now have access to all the stages in Planet X!

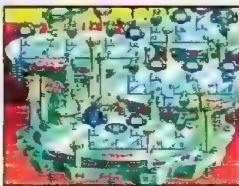
Chris Wqwrzyniak, Chicago, IL



From the Title Screen, access Password.



On the Password Screen, enter the code as shown.



Planet X awaits! Hop into one of the monitors to begin.

Return Fire: Maps O' Death

SYSTEM: 3DQ

PUBLISHER: Prolific Software

CHEAT SHEET:

One Player and VL Screen Passwords



When you choose a one- or two-player game and you want to go to higher stages, just access a red square and order one of the pass-ports shown below.

One-Player

Second Stages=smiley face,
teacup, bird, butterfly.
Third Stages=heart, teacup,
heart, teacup.
Fourth Stages=umbrella,
rabbit, bear, clover
Fifth Stages=heart, umbrella,
clover, teacup.



Choose your one- or two-player game and enter a code.

Sixth Stages=bird, butterfly, smiley face, flower.
Seventh Stages=butterfly, heart, smiley face, butterfly
Eighth Stages=clover, flower, heart, teacup.
Ninth Stages=smiley face, bear, heart, teacup.

Vs. Play

Second Stages=bear, smiley face, clover, bird.
Third Stages=flower, clover, clover, flower.



Do this for each stage until all of the lights are green.

Fourth Stages=heart, flower, heart, bear.
Fifth Stages=teacup, clover, rabbit, smiley face.
Sixth Stages=smiley face, umbrella, heart, bird.
Seventh Stages=rabbit, heart, flower, umbrella.
Eighth Stages=butterfly, umbrella, teacup, smiley face.
Ninth Stages=butterfly, bird, rabbit, bear.

Tony Bourlakas; Lake Jackson, TX

Get A Grip On Reality!

**Get The Partner Jordo Wheel And Steer
Clear Of Others Costing Hundreds More.**

[illegible]

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SCT²

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TRICKS OF THE TRADE

KILLER CODES

ThunderStrike 2

for Saturn

These codes will get you through some parts of the Saturn version:

(0=zero, o=letter o)

South America

Level 1-

J6HH1FG5VBDVSIQ

Level 2-

JVV11NC7CBQVROQ

Level 3-

JV41URC7TBDV1PQ

Level 4-

J1M1URC9MBDVV4I

South America-Sleath

Level 1-

J9U9U3CRNFDFS9Q

Level 2-

J94PUNC08DFRQ2

Level 3-

J819V7CSFFDE14I

Panama Canal

Level 1-

JSFPVMCV0JCFSE2

Level 2-

JSQ9SUCUWJCERT2

Level 3-

JJ19S6K13JCF0TQ

Central America

Level 1-

JloPT3C05NAETPG

Level 2-

JIT9TBCJ8NAFRU2

Level 3-

JL5PTNCLGNAF162

Eastern Europe

Level 1-

JLo8QF4NEREFSS6

Level 2-

JK6KRVCMPREPRVA

Level 3-

JNB4RDKB1REF1IQ

Gulf 1-Capture

Level 1-

JNV4RBSAAVMFSK2

Level 2-

JN64RNSGNVMFQ2Q

Level 3-

JM44RNSF2VMF1AQ

To be continued in the next issue of EGM!

Doom

SYSTEM: 3DO

PUBLISHER: Art Data Interactive

CHEAT SHEET:

Cheat Codes



Legend -

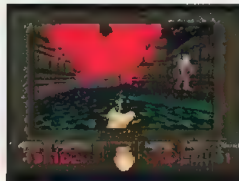
U, D, L, R is UP, DOWN, LEFT and RIGHT. A, B, C are the A, B and C buttons. S, E are the Left Shift and Right Shift buttons. Look below to see how they are used.

First, you must be in the middle of a game. Now, press the button you designated for the Use button and the Pause button simultaneously. This will bring you to the Map Screen. When you're on the Map Screen, do not pause or the tricks won't work. Now, enter these codes for various results: (Note: See the above legend for details on the commands.)

SEEALLUAC=All Map (you can see all of the walls).
SEERUBBLE=See all things



You must do all of the codes on the Auto Map Screen.

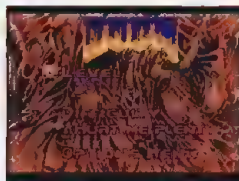


Invincibility is at your fingertips with the God Mode.



With the code ALABARACA, you'll have all weapons!

(creatures, etc.) in the map. URABADASS=God Mode. ALABARACA=All weapons and 500 ammo. SUCCEDALL=Level access (reboot to select any level). URSURREA=Two more larger screen sizes. Reboot and change the Screen Size Option for a full-screen effect!



Do the SUCCEDALL code and reset for all level access.



One of the codes lets you increase the screen size!

Separation Anxiety

SYSTEM: Super NES

PUBLISHER: Acclaim

CHEAT SHEET:

Stage Select

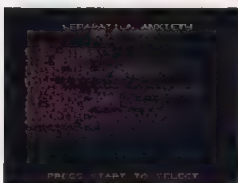


On the Title Screen, pick the Enter Password Option and put in the letters SCBCRS. You will then go to a Stage Select Screen where you can choose your starting level.

At the Title Screen, move down and highlight the Enter Password Option. Choose it and you'll be able to enter a code right on the Title

Screen. Put in the letters: SCBCRS. Once you are done, press START on a one- or two-player game and you will be at a Secret Level Select Screen. Choose your starting stage from the list and you can then begin wherever you want.

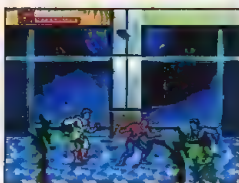
Jeffrey S. Chung; Metairie, LA



After putting in the code, you'll get a list of levels!

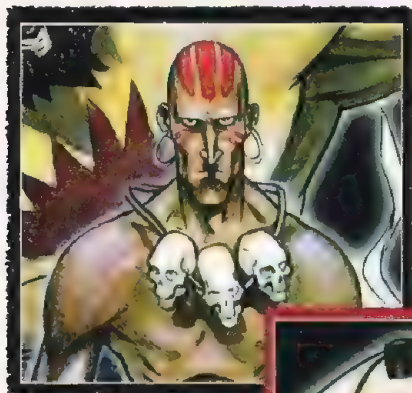


On the Title Screen, choose Enter Password.



Now just choose the stage you want and fight on!

COVER STORY



STREET FIGHTER ALPHA 2



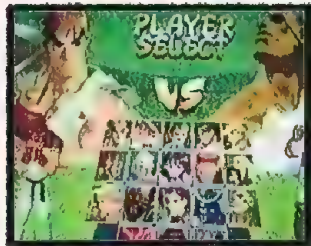
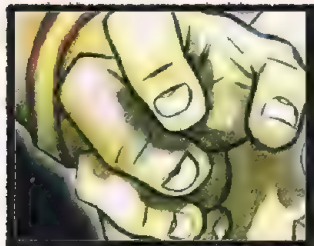
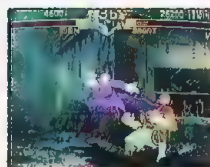
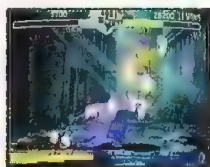
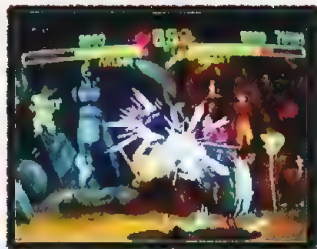
CAPCOM HAS ONCE AGAIN
OVERHAULED THE
STREET FIGHTER SERIES.

Capcom has timed the surprise test launch of Street Fighter Alpha 2 to perfectly coincide with the release of the home versions of Alpha. What a great time to update the series and breath new life into the game.

Capcom has once again overhauled the Street Fighter series. While taking the Japanimation look of Alpha, the backgrounds have been

redone. A lot of players complained that Alpha's levels were boring. The new areas feature more details and plenty of animated characters. One particularly cool effect deals with a small pool of water that splashes and ripples as players stomp through it.

One of the major changes found in Alpha 2 is the addition of more fighters. With the game totaling 18 characters in all (so far), Akuma, Bison and Dan are now selectable.





Fortunately, you no longer have to do a trick to play as them. Three new fighters have appeared, as well as two old favorites.

Rolento is a member of the Mad Gear Gang from the Final Fight series. He looks like a soldier, and his moves involve his baton and grenades. He moves just like he did in Final Fight. His attacking style is close to Vega with lots of nimble flying attacks.

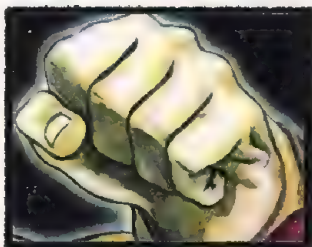
Sakaru is a young school girl wearing a sailor suit. Her moves mimic Ryu's, with a spattering of Chun-Li-type attacks. Her equivalent to the Dragon Punch does a lot more damage than Ryu's, though. Her background history is currently unknown. However, she is thought to possibly be a student under Fei Long.

Gen is another of the fighters resembling Tung Fu Ru of the Fatal

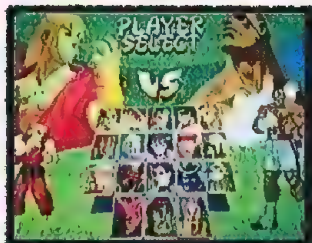
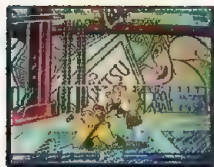
Fury series. His attacks are, for the most part, close-range, particularly his Hand Slap. One unique aspect to this original Street Fighter

is that he can change his fighting style to a complete set of new moves.

Due to popular demand, Zangief is back. This Russian wrestler is somewhat the same. His Fierce Leg Sweep has been slowed down tremendously. However, his super special attack is particularly deadly.



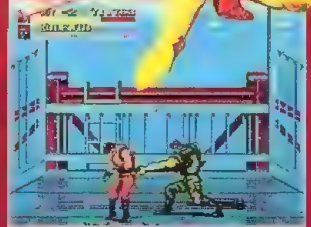
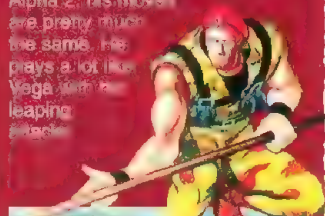
**THREE NEW FIGHTERS HAVE APPEARED,
AS WELL AS TWO OLD FAVORITES.**



ROLENTO



Rolento was first seen in the original Final Fight. (He was the Boss of the Industrial section.) His moves were composed of attacks done with his staff and leaping off walls. As a last resort, he had grenades he could scatter. In Alpha 2, his moves are pretty much the same. He plays a lot like Vega with leaping attacks.



COVER STORY

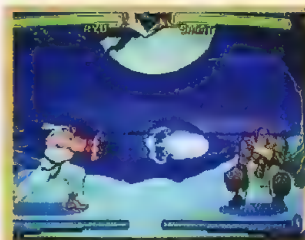


STREET FIGHTER ALPHA 2 DOES THE SERIES PROUD.

Dhalsim returns intact. There is virtually no change in this character from Super Street Fighter 2 Turbo. All of his attacks—like the Yoga Torpedo, Yoga Flame and Yoga Teleport—are the same long-ranged strikes.

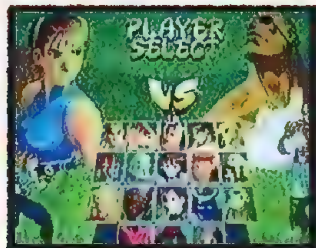
There's a new combo system that involves setting up custom programmed moves. To start the special combos, press three buttons

simultaneously to start your character glowing (similar to a super combo). The three buttons have to be either two Punches and one Kick, or two Kicks and one Punch. Once the combo is started, the player can chain moves by tapping a certain combination of Kick and Punch buttons. How this will affect the gameplay once it's finished is unknown.



Capcom is known for hiding characters in its games, and rumors are abuzz of Blanka hidden inside as well as a guest appearance from Guile. Retsu, Goken and Gosetsu are also potential secret characters. Will these possibilities come true? Diligent gamers are hunting for them.

At the time of our preview, the game was only 70 percent complete. Most of the gameplay hasn't been tweaked yet. The computer AI was simplistic. Even the ending wasn't programmed. Still from this early look, Street Fighter Alpha 2 does the series proud.



MOVES LIST

ZANGIEP

SPINNING PILEDRIVER

360 Motion + any Punch

GLOWING FIST

F, D, DF + Punch

SPINNING LARIET

All three Punch or Kick buttons

DHALSIM

YOGA FIRE

D, DF, F + Punch

YOGA FLAME

F, DF, D, DB, B + Punch

YOGA BLAST

F, DF, D, DB, B + Kick

ROLETO

AIR RAID

D, DF, F + Punch

STINGER

F, D, DF + Kick

PATRIOT CIRCLE

D, DB, B + Punch

SAKURU

HADO KEN

D, DF, F + Punch

SHOUOUKEN

F, D, DF + Punch

SHENPUKYAKU

D, DB, B + Kick

GEN

CRANE: HYAKURENKOU

Punch repeatedly

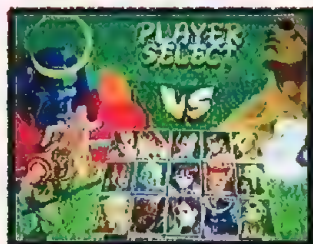
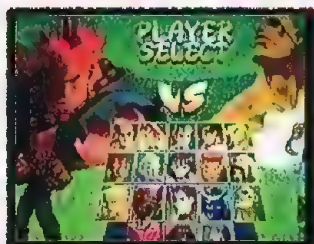
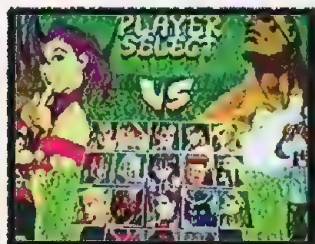
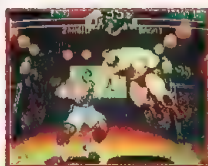
CRANE: GEKIROU

F, D, DF + Punch

MANTIS: JYASEN

CHG, B, F + Punch

Preliminary, and subject to change



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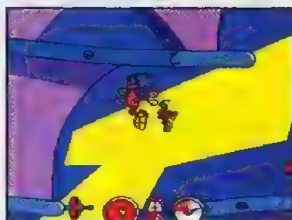
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SUPER NES



FRANTIC FLEA

A Dog's Worst Nightmare!

It is apparent to gamers that the quantity and the quality of 16-Bit titles have been falling recently due to the push of 32- and 64-Bit systems. Gametek's latest release, however, is a unique approach to an action title. Frantic Flea features the characters of Andy Whitehurst in a Sonic-style title where mini-fleas are the replacement for golden rings.

Frantic Flea uses stage and level designs that will remind players of

Nickelodeon commercial exploits. The background movement is achieved by utilizing single plane parallax with simple abstract graphics. A giant consideration in action games is the amount of replay value the title offers, and Frantic Flea shines in this area by offering players 18 zones with three levels in each plus hidden level warping stages.

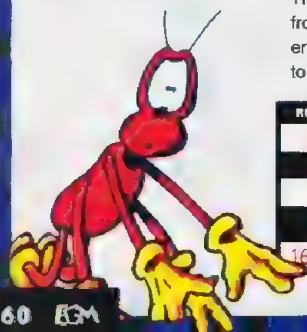
Trying to halt your progress are various enemies that change from level to level. These nasty villains range from roaming vacuum cleaners searching for mini-fleas to shocking posts with timed



Power-ups include the Small Flea's Head for an extra life, the Clenched Fist for temporary invincibility and Wing for limited flight.



Some areas require the Winged power-up to cross giant chasms that are too large to jump across. Move quickly to get back on the ground.



RELEASE DATE		DIFFICULTY	
April		Moderate	
PUBLISHER		PLAYERS	
Gametek		1	
SIZE	THEME	% DONE	
16-Meg	Action	100%	

Interview

The man behind the flea.

Imaginative and cartoonish, despite the technical advances. What was your creative idea for the game's look? How did the developers' influences affect the final look of the game?

TAVIN: So many action-based games out there, what elements of *Frantic Flea* do you feel make it stand out from the rest?
AW: The elements that make it stand out are quite unique. Gameplay: Instead of opting for the standard style of platformer, I tried to design something new. The player must first get his bearings then learn the level layout which includes finding the exit door. The exit will not open until Frantic founds up the correct number of wandering mini-fleas. Interactive Enemies: The Inedibles are more than just dumb sprites—they have special AI routines that make them search out mini fleas...If they find one they will capture it.
Interactive Background: We've developed a number of special "active objects" within the game. First of all, the player must learn that devices with blue sparks are safe and those with yellow are not. Zone 2 introduces a revolutionary gaming idea: Stikko Pads, pads that act like velcro and allow Frantic to climb walls vertically. Pain Pods and Suction Tubes can also be found around the level.

2. What made you stick with cartoon-based graphics instead of a more realistic rendered feel for the levels and characters?
AW: What we were trying to show is that despite 16-Bit graphical limitations you can actually make a video game look like a cartoon. We wanted FF to look like a '60s or '80s Warner Bros. cartoon and to have the same zany feel, almost Dr. Seuss-like which no one has tried before in a video game. If we'd had gone the SG route, we'd have ended up with a clone of DKC.



Frantic's followers copy all of his movements and attacks.



Be sure to stay clear of the yellow sparking devices.

arcing electricity. Interaction with the environment rests on your ability to use bouncing platforms, Stikko Wall Pads, Suction Tubes and the Hoverpods to get your

button while in the level. The damage caused to enemies with this attack is minimal, but can be increased by your following of mini-fleas that copy your moves and also inflict damage on the opposition. Hits from enemies are absorbed by losing

a small number of your following just as Sonic loses his rings. Once all of your acquired mini-fleas have been extinguished, you too can be destroyed.

Gamers have seen many changes come and go in the action genre. Gametek's approach to this exhausted style may be what many players have been looking for in a title. While an equal number of more serious players may

arthropod safely through the level.

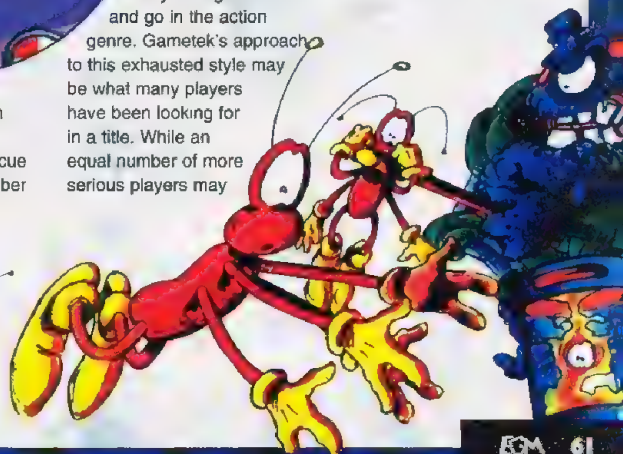
Your mission is to rescue the pre-determined number of mini-fleas and wander to the exit that will allow you to leave the level. Your only form of attack is your Tasmanian Devil-style spin that can be performed consistently by holding down the X

IMAGINATIVE LEVELS



As you progress through the levels, new and more difficult opposition is met not only in the form of enemies but also in objects. Items like the Bouncers are there to allow you to get a higher jump by using their trampoline action to rocket yourself skyward. Suction tubes can also be found in the later levels. These mysterious pipes suck our hero up and deposit him elsewhere in the level. These are extremely useful if you know where they exit once you enter them. Stikko pads alter the gravity of the game temporarily. Frantic can move freely on the surface of the pads and jump to others as well as to the horizontal floors. Best results can be obtained by practicing with the unusual control to learn how to guide your flea through the level with minimal problems.

find Frantic Flea nothing more than a visually childish game with increased difficulty, the younger audience will find the cartoon-like animation and fun factor satisfying. ■

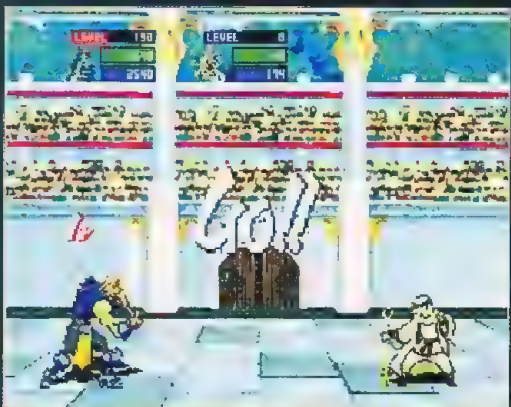
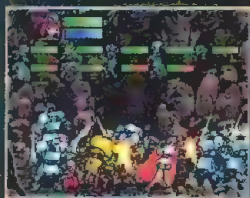


SATURN



Guardian Heroes

Treasure Is At It Again!



There is a great Fighting Mode that can handle up to six players at once. Even better, you can use any character in the game.

Treasure of Japan makers of fabled games like Gunstar Heroes and Ronald McDonaldland, have created a new game for the Saturn.

Guardian Heroes is a bizarre blend of side-scrolling Final Fight-style play with RPG elements. You are given a selection of five characters, each with his/her own range of special attacks. Most moves in this game are done via Street Fighter controller rotations. They also have individualized stats that determine things like strength and intelligence. It is possible to have six people tapped in and playing at the same time.

A few things help Guardian Heroes break from the mold of the standard side-scroller.



Power-up your magic to deal massive amounts of damage.

First off, you can fight on three different planes. Sometimes the only way to avoid hits is to jump into the background. Another interesting feature is that it is possible to juggle enemies with hits. If pinned against a corner, you can nail them infinitely. However, this can also be considered a disadvantage, as the computer loves to do the same thing to you. To help you out, there is a computer-controlled drone that fights alongside you at all times. Again, the tradeoff is it steals experience from



RELEASE DATE DIFFICULTY

March

Hard

PUBLISHER

PLAYERS

Sega

1-6

SIZE

THEME

% DONE

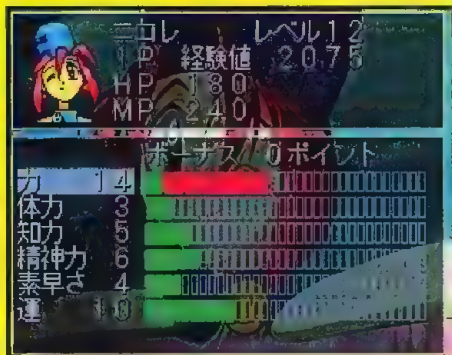
CD-ROM

Adv.

80%

Build those levels!

The only way to stand a chance in this game is to build up your character's levels. Do this by defeating as many enemies as you can in each level. You'll end up losing experience if your computer-controlled drone kills your opponents. After a level is completed, you'll be able to allocate stat points to each of your skills. Each one has a corresponding effect, mostly involving the amount of damage you do. Focus on your strength and vitality, otherwise you'll end up being outnumbered and outstruck.



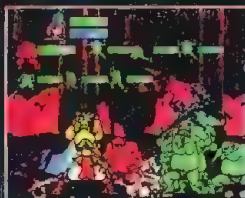
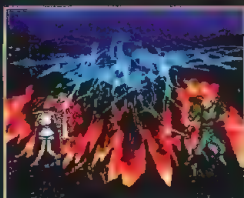
you by killing more enemies.

The gameplay is relatively fast, and at a first glance it looks really cool. However, you'll find that Guardian Heroes just drags on and on. Waves of palate-swapped enemies just keep coming at you. The levels are straight out of a fantasy novel, with haunted woods and bustling towns rounding

out the locations. However, the adventure becomes tiresome with the influx of the same opponents over and over.

To liven things up, at the end of each level is a huge Boss. These are often cheap enemies with automatically hitting magic, or moves that juggle you until you are dead. The sheer lethality of some of the Bosses will make for a frustrating time with even the most diligent players.

After you defeat an area, you are able to allocate statistic points to your warrior's attributes. Your best bet is to increase your hit points and attack strength. Of course,



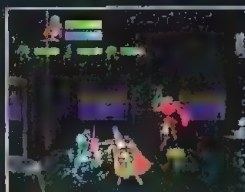
"Six players at one time!"

you could always experiment with what works best for you. With upgrades out of the way, you're given a choice of which area you'd like to adventure in next.

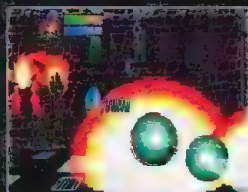
Plus there is a 'Versus' Mode where you can play as every character in the game in a fighting contest. ■



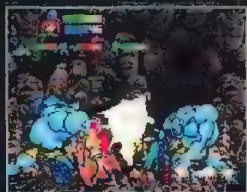
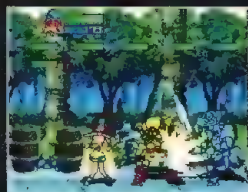
Cinematic sequences abound in the Story Mode of the game.



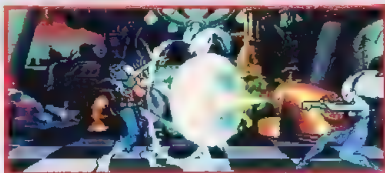
A computer-controlled drone helps you every step of the way.



The magic effects and explosions will light up the screen.



The first Boss will attempt to keep you at bay with machine gun fire. Use magic to knock him down and dash in close to finish him.



NIGHT WARRIORS

Darkstalkers' Revenge

Two New Warriors Enter The Age-Old Battle Between Good And Evil!

Darkstalkers' Revenge is the sequel to last year's smash arcade hit Darkstalkers. The game features all 10 of the original monster warriors plus two brand-new characters: Hsien-Ko, a Chinese ghost and Donovan Baine, a vampire hunter. The two Boss

characters from the original, Pyron and Huitzil, are also included in this version but as a bonus, are now playable.

The graphics of the game are similar to the original—very colorful and cartoon-like, but they have gone through many changes including new backgrounds, improved

character animation and updated victory poses.

Each warrior in the game has a brand-new arsenal of moves, an auto guard and chainable combos that allows players to execute

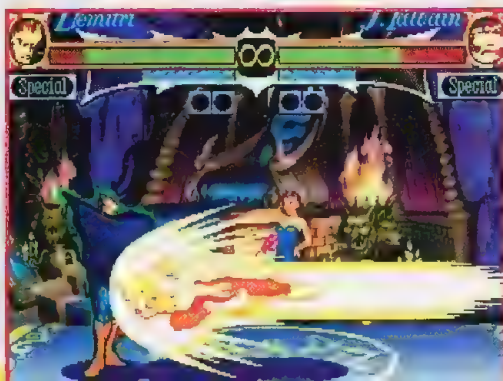
RELEASE DATE	DIFFICULTY	
March	Adjustable	
PUBLISHER	PLAYERS	
Capcom	1 or 2	
SIZE	THEME	% BONUS
CD-ROM	Fighting	70%



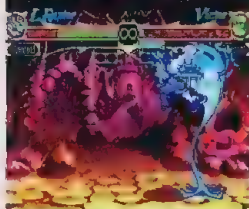
Anakaris has some of the strangest yet most powerful moves.



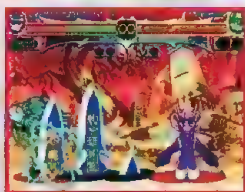
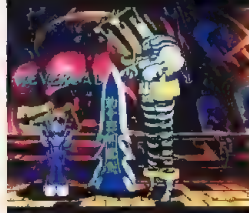
Players' moves are characteristic to his/her fighting style.



SPECIAL MOVES



Each character has the ability to perform different super attacks depending on the super bar which is built up by performing normal moves throughout the match. These attacks are not only unique to the character, but at times can be quite humorous. For example, Lord Raptor's creature swallows the enemy, spits him/her out, forms himself into a basketball net and allows Lord Raptor to slam the remains of the enemy into the net with the greatest of ease. Combos also play an important role in the game, especially when chaining combos of up to 40 hits and higher. Other notable features include reversal moves and extra special finishes. Reversal moves are executed by blocking the enemy's attack, then immediately performing a move to inflict damage. Extra special finishes require a bit more skill and a lot of practice.

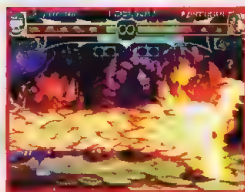


A lot of the super moves can be performed from a safe distance.

complicated moves with ease. New ground attacks have also been added that were not available in the original Darkstalkers.

The power bar also works a little different. In the original, the meter could only be maxed out one time, then it would slowly dissipate. In *Revenge*, the power bar is unlimited, and can be powered up repeatedly, allowing a player to virtually release multiple super attacks consecutively.

The game has eight different difficulty settings, the ability to disable the timer, settings for the screen size that include either the Saturn or arcade and a shortcut for the Versus Mode. This allows players to skip the load time



After building up your super bar, each warrior has special attacks. Here, Felicia receives some help from her friends to even out the odds.

in between levels so they can pick their fighters via a Text Screen. You can also set the speed of the gameplay in the Options from one to four. Plus manual choice of either Normal or Turbo Modes before each match begins.

Many of the players were

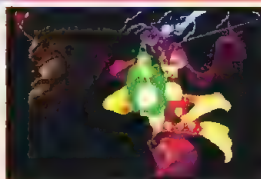
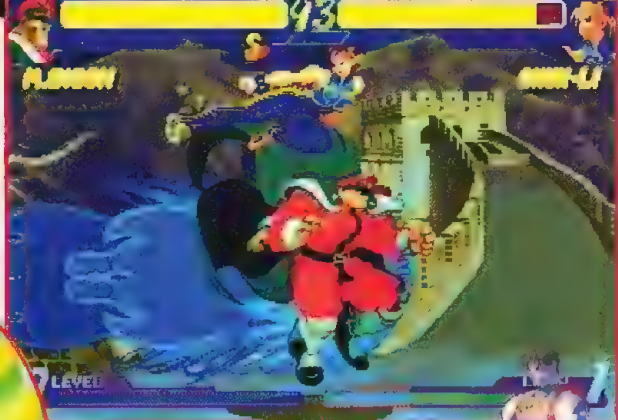
skeptical whether the original *Darkstalkers* was a *Street Fighter* rip-off with different-looking characters. With the added features, *Darkstalkers' Revenge* is *not* another *Street Fighter* clone. Players won't doubt that this sequel stands alone as a top-notch fighting game with excellent graphics, great control and a variety of characters each with his/her unique moves and special combos. ■



Some specials are stronger versions of normal moves and attacks.



SATURN



STREET FIGHTER

Alpha

The Arcade Is Now At Home...

The world-renowned Street Fighter series is headed right for the Saturn in the guise of Street Fighter Alpha. In case you didn't already know, this

game is set between the time of the original Street Fighter and its award-winning sequel. SFA gives new insights to the backgrounds and motives of some of the characters,

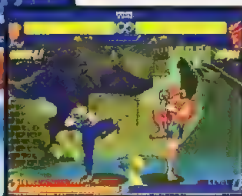
and it provides intense fighting thrills.

The first thing you're bound to notice is the improved graphic quality. The fighters look similar to those of Capcom's earlier title, DarkStalkers. The animation is smoother, however the only sacrifice is slower gameplay. The music can be exactly the same

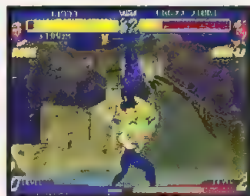
as the arcade or a special remixed version.

Street Fighter Alpha is a bizarre melding of the two Street Fighter games. There

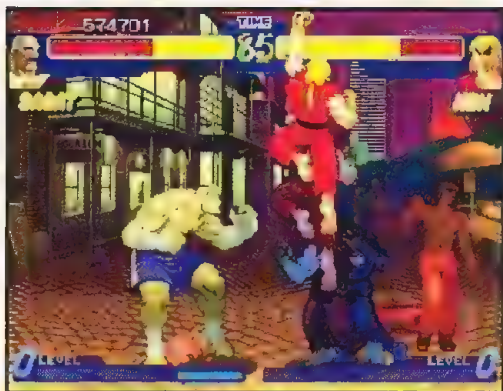
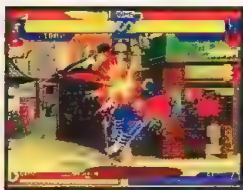
RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Capcom	1 or 2	
SIZE	THREME	% DONE
CD-ROM	Fighting	100%



Chun-Li can jump in, and get off her Wind Kick for lots of damage.



Fortunately throws do not cause as much damage in this game.



INSIDE TRACK



Each character has a meter displayed at the bottom of the screen. It can be raised by blocking or inflicting damage. When the total is one or more, it is possible to pull off a Super Move. These are characterized by the shadow trail they leave when you pull them off. Most can potentially be the most devastating attacks in the game. They can be charged up to a maximum of three times. The result varies with the strength and can make for some spectacular attacks. They are best used as part of a combo, because there is a split second of the time when they are done with this time, a good opponent can block the whole combo.

are even two Final Fight characters added in for spice. Ryu, Ken, Sagat, Birdy and Adon return from the original with enhanced story lines. Chun-Li, M. Bison as well as Akuma, appear from SF2. The two warriors Guy and Sodom take their battles from Final Fight to this competition. Two new fighters, Dan and Rose, round out the cast.

How's it play? Well, the basic Street Fighter controls are here, although it controls

a bit slower. There are two Speed Options, but even the fastest setting seems to lag. As you play, you can charge up a meter that's displayed at the bottom of the screen. When it's filled to a certain degree, each character can pull off special shadow moves. Alpha also offers special counter moves that can reverse an attack on opponents. Street Fighter Alpha seems to have a few problems with collision because some moves go through opponents. This is particularly bad with Charlie's Backhand. The AI of the computer opponents depends upon who you are fighting.

The average character on the default setting is easily dispatched with a few combos. However, Bison is a deadly fighter that uses every cheap trick to win. Combos are fairly



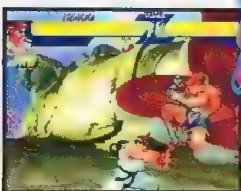
Kill someone with a Super Move and you'll get a flash of light for added effect.

easy to do, but some players might get dismayed at the way combos are counted. For example, Sagat's Uppercut is a seven-hit combo, and you only hit one button.

Street Fighter Alpha will appeal to fighting fans. It is an excellent translation of the coin-op with attention to detail with its graphics and sound. The gameplay isn't too shabby either. ■



Birdy's throws are deadly but like Zangief's, have limited range.



It is now possible to block in the air, which adds more strategy.



SATURN



Revolution X

If You Are Reading This, Then They've Taken Over



RELEASE DATE	DIFFICULTY	
Now	Adjustable	
PUBLISHER	PLAYERS	
Acclaim	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Shooter	100%

The troops of the Legions of the NON have taken over the world's cultural, scientific and technological centers. However, the youth is fighting back...and they are armed with a powerful weapon: music.

Revolution X is a first-person arcade shooter that can be enjoyed on the Saturn. Either one or

two players battle the evil hordes in Stand-alone or Simultaneous Cooperative Mode. In the story, travel to exotic places such as L.A., South America, Japan, the Middle East or England to eliminate members of NON. Your only weapon consists of a gun, stocked with unlimited ammo and exploding CDs.

Begin your journey inside Club X where you race



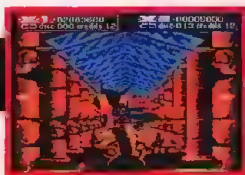
Target on the fish and mirror on the back wall to get a surprise.



During the game power-up cases fall with different powers inside. Here a kill-all weapon clears the screen of all enemies.

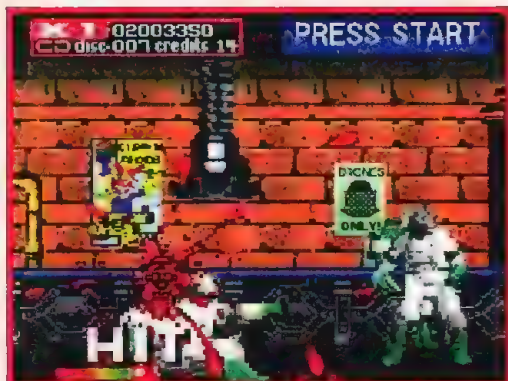


to get a message from Aerosmith in their dressing room. After exploring the club scene, flee in a helicopter. Here you battle in an urban landscape and



are required to destroy the NON helicopter in air-to-air combat.

After completion of each stage you are given the option to choose your



Use your CDs on these chemical suit-wearing enemies. Normal bullets put them down, but they get back up quickly like nothing happened.



Take the missile pods out with CDs to save yourself damage.



After you clean up the club, you get the keys to Aerosmith's car.

"The feature that keeps the player's attention on the rise is the interaction with background objects."



own path by making your selection from the Direction Screen. This feature allows players to use their selection-making ability instead of being guided through the level like sheep. Replay value is also raised. Because of this, it gives players the chance for a different adventure each time they play.

Throughout the game there are tracks from Aerosmith such as "Eat the Rich" and "Walk This Way" to fill the audio void while you shoot through the stages. The opposition in Revolution X mainly consists of countless masses that do little more than just line up to be mowed down over and

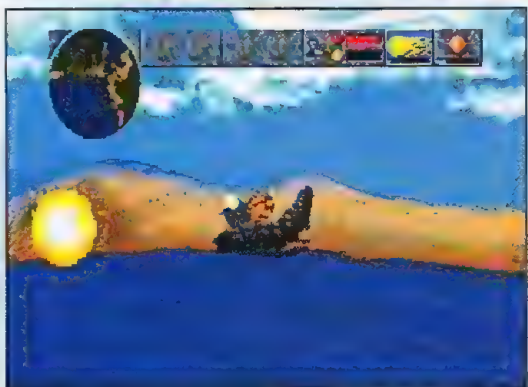


over again. However, the feature that keeps the player's attention on the rise is the interaction with background objects. These items have a direct bearing on what hidden areas are located in the game.

Everything considered, Revolution X could be an impressive title for Saturn owners if a few preproduction problems can be overcome before its release. At the current time graphics are pixelated when opponents are up close, and slowdown is encountered throughout. If these problems are fixed before the box hits the shelves, players are in store for one hell of a good time. ■



SATURN

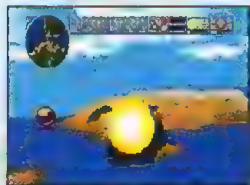


Magic Carpet

Shred The Sinister Skies



The Possess spell can take control of any building or mana sphere.



After destroying an enemy, mana is left for you to gather and use.



Small civilian structures will soon become larger.

Powerful magic has blown the planet into 50 hostile realms, scattering and transforming the Earth's life energy. Shredding the skies on your magic carpet with a handful of spells, you and seven other wizards must battle hordes of venomous creatures (and each other) in an attempt to restore the world.

Your quest is to restore the equilibrium to the shattered worlds. You do this by processing mana, whether it be found floating free, contained within a beast or in possession of an evil rival sorcerer. Once possessed, the mana is gathered by hot air balloons and transported

to your home castle.

Magic Carpet features over 50 levels of nonstop action full of hidden spells and secret teleports. You journey through rich fractal-textured landscapes searching out dozens of computer adversaries.

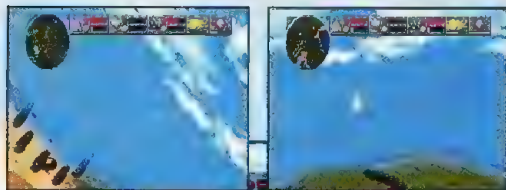
Learning to master the

flight of the magic carpet is the key to winning battles. Practice switching spells and learn to fire them accurately at both the ground-based and airborne enemies to help you clean out the current world. At the receiving end of your spells are exotic beasts like killer bees, giant

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	PLAYERS	
Electronic Arts	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	75%



When you first spot an enemy, use your fast-firing fireballs to blast them quickly in order to protect yourself from their damaging attacks.



"...50 levels of nonstop action."

sandcrabs, airworms and fire-breathing dragons.

Available spells range from fireballs, castle shields and homing meteors. Each plays an important part in the game although some will be used more often than others,

such as the combat spells.

Besides flying and cleaning out the evil hordes, you can use the civilians to help your cause. This is done by taking a house or tent under your control. Their mana will then be under your control,



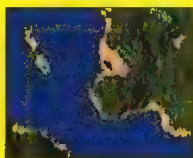
Many enemies tend to group together. They are easier to target on, but while you are shooting one, the other one or two are laying in on you.



Selecting spells takes little time with the graphic interface.

Use The Eye

The all-seeing eye in the upper-left side of your view window displays everything in the current world. You and your carpet are always at the center of the eye, where your position is marked by a cross. Other objects appear as color-coded dots to inform you what they are and where they are in location to your current spot. Enemy castles, hot air balloons and teleports can also be seen on this small screen. If you need a more detailed view, however, you can use the Left and Right buttons to bring up the large full-screen map with more range.



adding itself to your mana. These townsfolk will build their dwellings and eventually build archers to protect them from invading evil forces.

Magic Carpet is a unique title that combines fast play with moderate strategy. Players are required to think fast and think often as they fight in a world filled with evil around every corner. ■



PLAYSTATION



The

NAMCO Collection

Oldies But Goodies

VOL 1

Do you remember the days when arcade games only cost a quarter, the gamer's goal was to beat the high score, and the song "Pac-Man Fever" was a hit? Back in those days, games that were immensely

popular in the arcades—Pac-Man, Galaga and Pole Position—revolutionized the video-game industry. In fact, they were so popular that these arcade hits were transformed into Saturday-morning cartoons (Pac-Man and Pole Position), merchandise like nightlights and beach towels displayed the familiar logo of Pac-Man and lastly, Buckner and Garcia put out the album

Pac-Man Fever that includes songs about Frogger, Defender, Donkey Kong and Pac-Man.

Nowadays, with the next-generation systems boasting SGI-rendered graphics and pumping soundtracks, the games of old are all but forgotten...until now. Namco, maker of the groundbreaking Pac-Man, has released Namco Collection Volume 1, a compilation of seven classic Namco games including



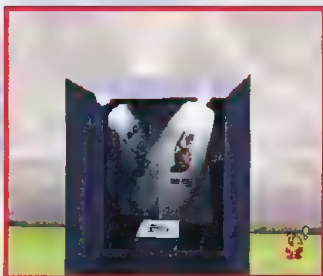
RELEASE DATE	DIFFICULTY		
April	Adjustable		
PUBLISHER	PLAYERS		
Namco	1		
SIZE	THEME	% DONE	
CD-ROM	Multi	85%	



The opening rendered screens feature characters from each game.



A Quick Menu can be accessed at any time by pressing the Start button.



The foyer sports the entrance to all the game exhibits and the lounge.



Pac-Man, Bosconian, Galaga, Rally X, New Rally X, Pole Position and Toypop.

All the arcade classics included in the collection are the actual games in their original code, meaning many of the tricks used in the original games, such as the Pac-Man patterns used to avoid the ghosts, can be used in the Namco Collection games.

The Main Menu allows the gamer to toggle the sound between stereo and monaural, access a quick menu of the seven games or go to the museum.

The museum is in



Pac-Man is sure to bring back memories of the good ol' days.



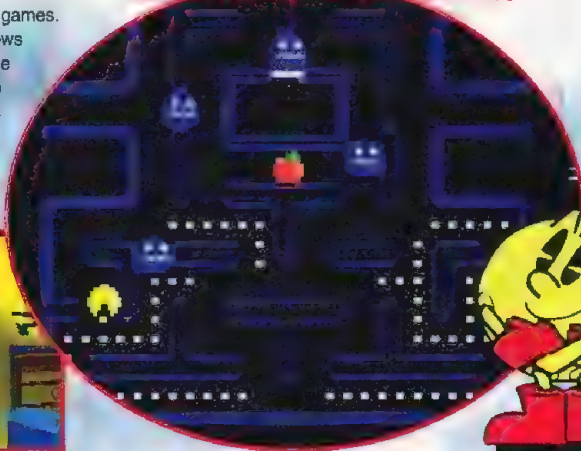
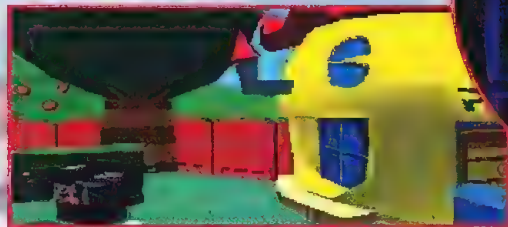
All the patterns that worked in the original work in this version.

PAC-MAN

actually a "virtual" museum which allows you to roam freely in first-person perspective and view the many exhibits. In the main atrium there are seven doors, and behind each of them is

an exhibit displaying artifacts of a different game. The many objects in the exhibits include the actual motherboard of each game, the frames of animation used in each game, the instruction decals

"All the games in this collection are timeless classics."





Galaga

has the corresponding playable arcade machine.

As stated before, each of the seven games is the original code, which means it is just like having all seven arcade machines in your home (except you don't need to insert a quarter every time you want to to play).

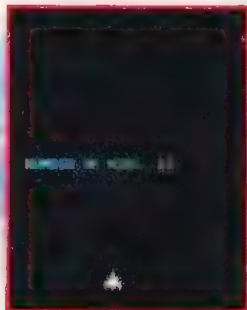
Fans of the arcade hit Pac-Man will be happy to know that everything has been ported over faithfully from the arcade, including the cute cinemas and opening jingle. Just like the tabletop version of Pac-Man, this Collection



The challenging stage is where you can rack up big-time points.

version has the cartoon artwork bordering both the left and right side of the screen.

Also included in the Namco collection is both Rally X and New Rally X. Both games are quite similar since you must dodge the various boulders and stay away from the red cars while collecting your 10 flags on each stage. If you are into intense



If you hit a number of enemies, you get extra bonus points.

games, this one is for you.

Namco had some great shooters in the early '80s that are now included in this collection. One of them is Bosconian. Allowing your ship free-flight capabilities, take out all of the enemy bases by either destroying the six outer pods or shooting the center.

The other great shooter is

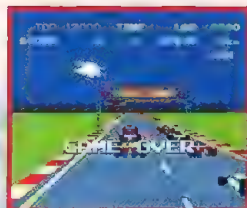
used on the original arcade machines, and many more nostalgic and interesting items. At the end of each of the exhibit halls is a room that



Bosconian



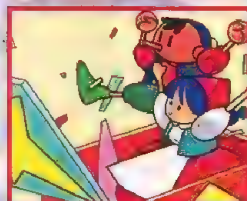
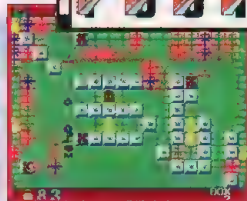
The enemy's base can be destroyed by striking the pods or shooting its core.



If you don't place in the top 10, you have to start all over again!



Learn things about Pole Position you never thought you'd care about.



You must collect all the flags to complete the level in Rally-X.



early '80s should really appreciate the many games included in the Namco Collection. Even if you have never played Pac-Man, Galaga or the other five games, they will provide many hours of fun no matter how young or old you are.

RALLY-X

Galaga. This is the game that is synonymous with early gaming history. Galaga really brings back memories of trying to get to the fourth challenging stage.

Lastly, Pole Position, the first big racing hit and Toypop are the last two games on the Namco collection. In Toypop, you have a choice of being

either a boy or a girl. You must collect a number of hearts to open the exit door. It might sound easy, but with enemies like toy cars and toy soldiers after you, it can become difficult.

All those gamers who grew up in the



PLAYSTATION

Myst

Reading Opens Worlds

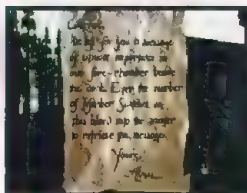
You have stumbled upon a most intriguing book titled *Myst*.

You have no idea where it came from or who wrote it. As you reach the end of the book, you lay your hand on a page. Suddenly your own world dissolves into blackness, replaced with the island world the pages described. Now you are thrust into the world known to you only as *Myst*.

Myst is a graphically intense adventure in which you have fallen into a strangely exotic land.

You must use all of your adventuring imagination and puzzle-solving ability to escape this unusual world in order to find a way back home.

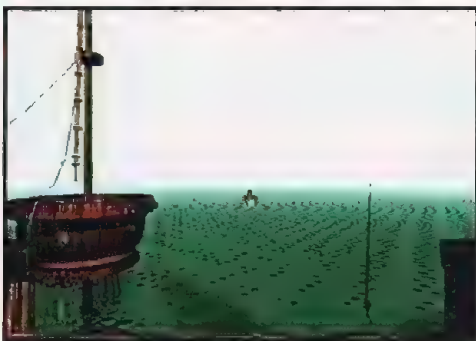
The game's interface uses a point-and-click style with directional movements. A small hand with a pointing finger rotates while it is scrolling around the screen. Clicking chooses the direction you wish to travel along with inspection of interactive objects such as books, papers and usable objects. Travel is restricted by

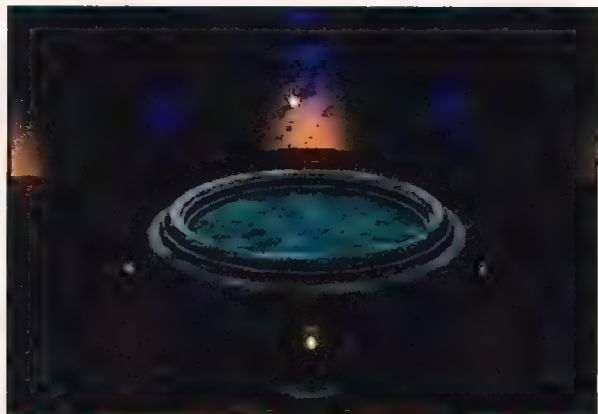


You can closely inspect found items anywhere in the game.



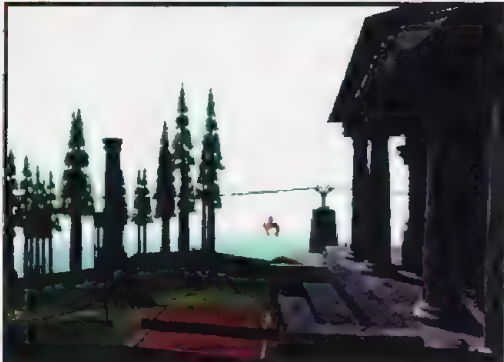
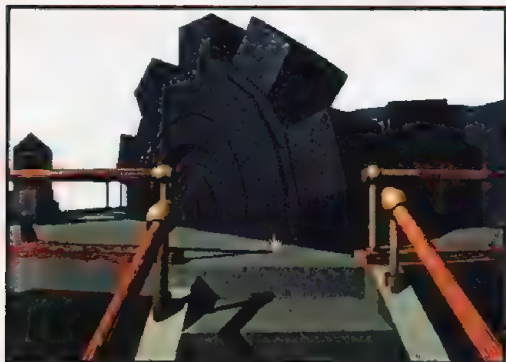
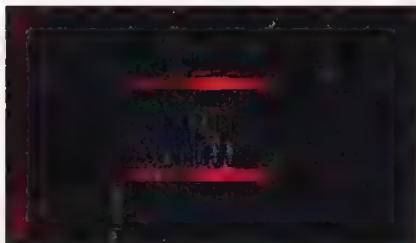
Touching this picture will open the passage to the elevator.





This Image Scanner gives valuable information if you know how to activate it. Some advice for this area is to touch everything, which will reveal the secret.

"Myst's main audience draw is the perfectly rendered scenes."



keeping you to the scheduled paths, in turn not allowing you free movement around the island.

The challenging aspect of *Myst* comes from its many puzzles and riddles. Here the player gets an opportunity to search through the hundreds of rendered scenes looking for clues and other hints to help him/her through. For players expecting a solve-and-go style game, be forewarned that the riddles in *Myst* overlap and intertwine like no others.

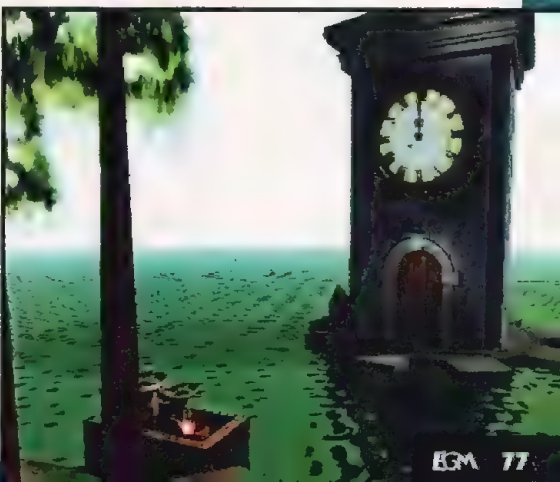
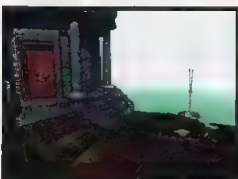
You will be fighting to finish not only one puzzle but a group of puzzles at one time. With ongoing riddles, a notebook will be your best friend as you gather information around the island. There are objects to be read as well as objects to find and use. The most important feature to remember is to touch and inspect everything within reach.

Myst's main audience draw is the perfectly rendered 3-D scenes. These pictures combine a natural

outside landscape with futuristic man-made objects to form an eye-catching balance of visual effects. For the load time-hating players who despise

the normal slow transition period in graphic adventures, there is no need to worry; the PlayStation handles with little difficulty. ■

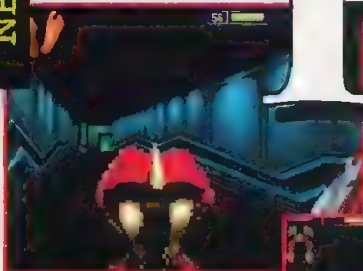
RELEASE DATE		DIFFICULTY	
April		Moderate	
PUBLISHER		PLAYERS	
Psychosis		1	
SIZE	THEME	% DONE	
CD-ROM	Adv.	90%	



PLAYSTATION

Po'ed

I'm Just The Cook



Inventory Selection Screen leaves nothing to chance; everything is displayed so the player can quickly pick the desired weapon of choice.



Recently unveiled at the Winter CES, Po'ed for the PlayStation promises players a well-rounded and worthwhile first-person shooter. Many players were not impressed with the 3DO version; feeling it was lacking play speed and overall ability to bring a fast-paced game into the hands of players. The PlayStation release, however, utilizes the system's added processing power to force players into one of the fastest-paced battles yet in first-person view.

Po'ed features 25 diverse levels with unseen vertical

height mapping techniques that shock many first-time players. In these many levels, there are ladders that allow you to ascend into the vertical plane as well as rocketpacks. These mechanical devices give you a power-assisted jump as well as hovering capabilities to soar up to an enemy's level and stick it full of meat cleavers or any other projectile you have equipped.

The enemies in Po'ed are each unique in its own right. These imaginative creatures are all different from each other and bear no resemblance to the evil hordes in other first-person games. Many players will find their looks at first to be unusual and laughable, but this initial thought is quickly replaced when you have five or more of the villains on your tail chasing after you.

Running from enemies is part of the game, but nothing can replace the



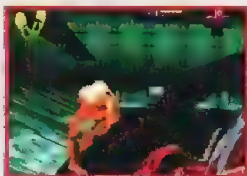
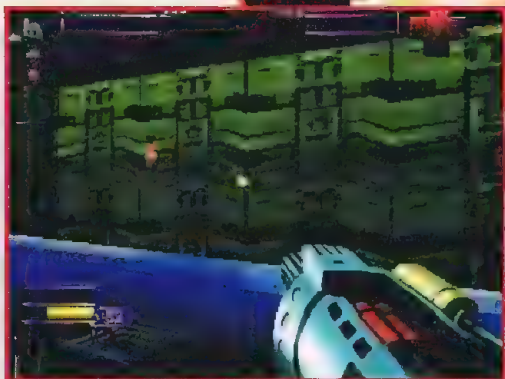
Many levels require you to precision jump with the jetpack between platforms. A gentle touch on the controller is all that is needed here.

RELEASE DATE	DIFFICULTY	
April	Variable	
PUBLISHER	PLAYERS	
Accolade	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	80%

THAT MARVELOUS JETPACK

The ladders allow you to climb to higher platforms, but you are limited by not being able to ascend when and where you want in a level. The jetpack is the alternative and a requirement in some levels. This piece of equipment livens up gameplay. It lets players hover to an enemy's level and blast it right in the face even with a limited-range weapon such as the flamethrower or the frying pan. The uses of the jetpack are only limited by the player's imagination.

feeling of beating enemies with a bloody frying pan or tracking them down with a guided missile from inside the nose of the projectile Meat cleavers, single shot new-wave pistols, flame-throwers and "flare shooting" rapid-fire heavy weaponry are all available for wanna-be Rambo's out there. Whichever is chosen, it will never be enough. Even with the difficulty set on Easy, players will still be



A cook's first weapon is naturally a frying pan.



Take out the ground-based enemies then go after the flyers.

staring uncontrollably up at the ceiling due to an unplanned demise.

EGM will be the first to mention that the preproduction version received in the office came equipped with many collision errors. Looking past these minor



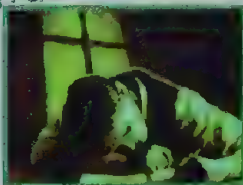
The flamethrower has short range, but is extremely effective up close.

problems (that are bound to be cleared up before final release), Po'ed showed spirit. For players looking for a new type of first-person shooter with an exotic approach to common flat levels, Po'ed should not be missed. ■



The guided rocket launcher allows you to take a driver's seat in the flying rocket and guide it to any target you wish to destroy.

PLAYSTATION



SILVERLOAD

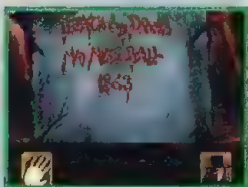
Nasties With Big Pointy Teeth!

An unfortunate band of people searching for a new life have been ravaged by an unseen evil lurking in the darkness. A mysterious stranger has come to help the settlers in the desolated Western frontier. Using your bravery

along with anything you find along the way, journey forward to fill your vow to the helpless frontiersmen

The long-awaited Silverload by Vic Tokai is a "hot-spot," point-and-click adventure with a sinister feel. Journey through the Old West searching for clues and other objects that will help you along your way to solve the mysterious riddle.

Begin your adventure in the temporary camp set up by the three individuals who

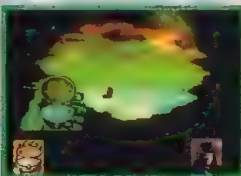


The ghoulish innkeeper offers you an unprotected night's rest in the barn for 30 cents or for \$2 you can sleep in the guest rooms.



have just had a horrifying experience with the evil forces. Each of these people has plenty to say to you, much of which is useful information that will begin to give you an idea of what you

are up against. Interaction with the semi-friendly people is accomplished by using the Mouth icon to exchange information with them. After you loot the camp of information and supplies,

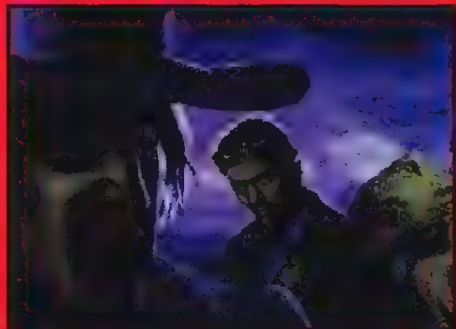


It is easy to get lost on your way to Silverload in the sandstorm.

RELEASE DATE		DIFFICULTY	
March		Moderate	
PUBLISHER		PLAYERS	
Vic Tokai		1	
SIZE	THEME	% DONE	
CD-ROM	Adv.	95%	

SNATCH AND RUN

Everywhere you look there are clues and items that may come in handy along your journey. Inspect and grab everything you can whether you think it will help you in your quest or not. There are items located in even the most obscure locations that are crucial to find in order to advance in the game. Attempting to work on one item is another useful action that may sometimes reward you with surprising results.

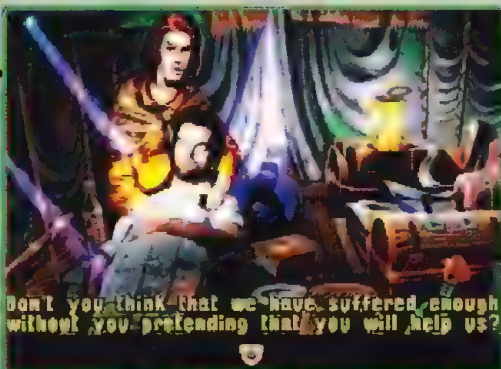
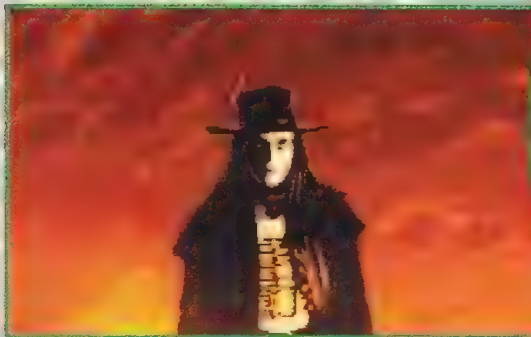


get on your way to finding the frightening ghost town called Silverload.

Control and interaction in the world is a bit uncomfortable at first, but soon enough the player becomes familiar with the interface buttons, and the game

begins to liven up. There are specialized buttons for looking, using and taking objects as well as a good sized inventory for storing your acquired items. Interacting with the "hot-spots" on the landscape is another confusing feature.

"...A point-and-click adventure with a mysterious feel."

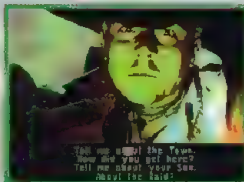


Don't you think that we have suffered enough without you pretending that you will help us?

Even with an irritating wife, this wounded settler gives you the glasses and compass needed to get you through the sandstorm.



Sleep with one eye open or else you may be dead the next day.



By conversing with NPCs, you'll get valuable game and story info.

In some areas, players have to scroll through the predetermined stop locations to get the screen to scroll to the side. This will offer more points for the player to click on and therefore open more paths to choose from.

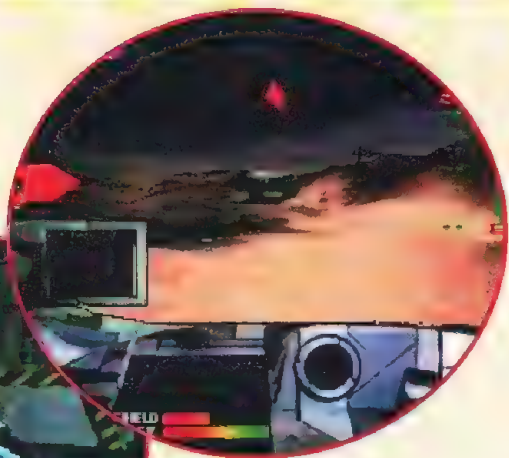
For the gamer who is tired of the humor in DiscWorld and is looking for the same style of adventure with

a sinister feel, Silverload fits the bill. Fast game interaction and plenty of artistic scenes and cinemas await daring adventurers. Muster up all your bravery and imagination to try to solve the mystery of the doomed town of Silverload.

■



PLAYSTATION



This is one of the two possible outcomes to your mission.

RAVEN PROJECT

Kill Them Before They Kill You



The small triangular threat indicator informs the player which enemy is locked into firing order. Hit the greatest threats first.

Alien forces calling themselves Armids have waged a strong offensive throughout the galaxy. However, humans were not going to sit idly as these oppressors forced their race into submission. That is where you come in. You are the force leader whose sole responsibility is to protect and defend against the Armids.

Throughout the linear story, you battle in various forms of vehicles and mech, mission by mission. After each successfully completed task, a password is given to keep you advancing forward

in the story and relieve the burden of repeating everything completed thus far. Gameplay is reminiscent of many other mech games such as Ghen War, Space Griffon and Krazy Ivan. However, play has been pushed up a notch over the lower-end titles.

The missions are based on a straightforward-kill-everything-on-the-screen agenda. The key to completing any of these missions is to become familiar with the ship's controls and weapon systems. Although movement is an important part of the game, you will find the

"Raven Project is a combination of Ghen War, Space Griffon and Crazy Ivan."



ability to lock on your target the most important, as well as switching weapons efficiently.

Each mech can store weapons like lockable lasers, plasma cannons as well as various types of rockets. Some enemies and structures cannot be acquired on a weapons lock, therefore you must do your best with conventional aiming strategies. As far as effectiveness, lasers and photons are fast firing but inflict less damage than rockets. Rockets are extremely powerful but

players will find their limited tracking ability restricting, forcing them to be fired while in short range.

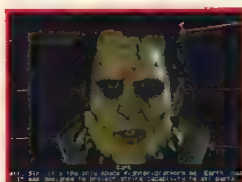
The stages in Raven Project will have you battling against the Armids on desolated planets as well as in space and through asteroid fields. The planetary levels are the most realistic, giving you total control while in the cockpit. The space stages, however, do not seem right. Visually, it appears that you



Mission Briefing Screens give you precise info on which to base your attack.



Between missions, characters play parts to reveal the story.



Character make-up for the FMV is on par with Star Trek standards.

are in space but you can't complete rolls or rotate your ship freely. Even though the stages appear different, they are nothing more than the same engine used on a new background. ■

Interview with MIK Bland

MIK had the opportunity to catch up with MIK Bland, the head developer for Raven Project. He discussed the game's development and the challenges he faced.

1. How does the PlayStation release compare to the PC version?

MB: We felt that the PC version was a good product. We achieved what we were trying to do, which was to give the player multiple crafts to use with a different interface for each. We have taken out the rendered pathways that were in the PC version because they just didn't play very well on the PlayStation.

2. Most developers choose either CGI-rendered scenes or live-action FMV. What were you trying to achieve by utilizing both in Raven Project?

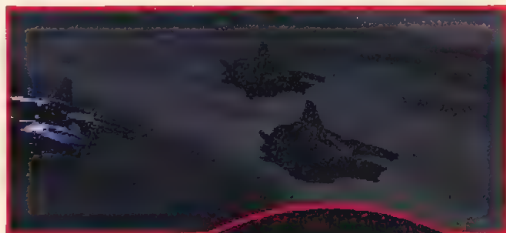
MB: We used the cut scenes to help give the player a sense of transition from place to place. The FMV was included to convey the story and the plot along without forcing the player to struggle with the story. The FMV is included primarily as a storytelling mechanism.

3. Were you influenced by any of the mech games out on the market such as Crazy Ivan, Mechwarrior or Ghen War?

MB: We saw an ability to take all of the best elements of existing games and combine them as the player will get a real diverse feeling while playing this game. Having to master different crafts that control similar but are unique to each other forces the player to master more than one.

4. How many missions are included in the two-disc pack?

MB: There are approximately 30 missions and a few are double (repeated) missions.



RELEASE DATE	DIFFICULTY	
April	Moderate	
PUBLISHER	PLAYERS	
Mindscape	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	80%

PLAYSTATION



HORNED OWL

Hit Hard, Hit Fast...



You get points for damaging equipment so blast away!

Horned Owl is a first-person shooter that places you on a set track, and tosses an army of mechs at you. It is highly derivative of Namco's Steel Gunner series; in fact, it's easy to confuse the two.

Terrorist forces are



Don't worry about these giant mechs. They're easy to put down.

attacking the city, and you must survive a number of missions. They vary between sweep-and-clear runs in the city to guarding an airport. Unlike many games of this type which use the same enemies over and over, this one makes sure each level has

new things to fight. Some enemies are simple to defeat, like the robotic sentry hounds, while others launch out missiles. You have to adjust your response time to match the threat.

You begin the game with a full life meter, a load of ammunition and three grenades. Grenades clear the screen of enemies (a.k.a. a

smart bomb). You have a set amount of ammunition, and you have to reload when you run out. It is possible to get a

RELEASE DATE	DIFFICULTY	
June	Moderate	
PUBLISHER	PLAYERS	
Sony Computer Ent.	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Shooter	85%



HYPER BLASTER REVIEW



The Hyper Blaster (Konami) is the first gun peripheral for the Sony PlayStation. When you first pick it up, you find that its heft feels like a real gun, and the weight distribution is excellent. The gun has two buttons in addition to the trigger. Here is a quick run-down on how it plays. The accuracy is excellent up to about five feet, but ends up missing a lot any further back. (It depends on the size of your TV set.) The gun works well with Horned Owl, but small enemies and background objects are harder to nail. The lack of an online sight also causes a few problems. Overall the accuracy is decent, but it is hard to separate two objects that are close together. Remember, right now only two games will use the gun: *Die Hard Trilogy* and *Horned Owl*. If you want the "arcade" feel, the gun is great. But if you really want to win, you'll use the controller.

—Andrew Aaron

powerful spread shot if you hold down the Fire button. This shot depletes your ammunition for a short time, but it's well worth it. Strangely enough, there aren't any icons found in the game. So if you get shot up in



"If looks could kill this game would be banned..."

the beginning of a level, you probably won't make it.

The graphics of Horned Owl are impressive. The characters were designed by Masamune Shirow, the man behind Japanimation films like *M-66 Black Magic* and *AppleSeed*. Anyone who has seen these films will recognize his style. This title just screams Japanese animation, especially during the cinema sequences which flash between the levels. If looks could kill, this game would be banned.

Horned Owl is a cool game that should appeal to mech lovers. While it is disappointing to be kept on the same track over and over, the action always seems fresh. Horned Owl can use the Hyper Blaster gun or a controller. ■



Keep firing at the doorway and you'll peg many enemies.



Constantly refill your ammo to destroy this rather weak Boss.





Floating Runner

Catch Some Air...

When first looking at Floating Runner, you will immediately notice that this is not your average run-of-the-mill game. Somewhat reminiscent of Jumping Flash, Floating Runner definitely has a "Japanese" feel to it due to the look of the levels, enemies and characters. Every part of the game, from the enemies to the trees, is made of polygons. Floating Runner is

comparable to Jumping Flash, in many aspects. FR features a true 3-D environment rendered on the fly. Also similar are the levels, which are chock-full of many odd enemies and obstacles—from small erupting volcanoes to attacking tree trunks.

Floating Runner plays exactly how it looks: smooth and sharp. Once you get used to the depth perception and the many buttons, you are on easy street. The



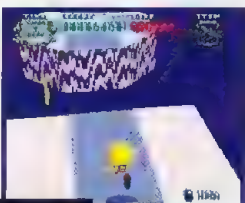
control is perfect for a game of this nature—they're quick, sharp and responsive, which is a definite necessity for FR.

Much of the game requires you to rely on your jumping abilities to stay alive, whether it's jumping from platform to platform, dodging boulders or

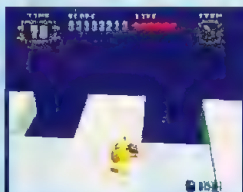
just racing the clock. Missing a jump could cost you your life, or even worse, the game. Infinite continues is a great feature, but if you let the timer reach zero before you finish the level, the game is over.

Throughout the game, you will encounter a multitude

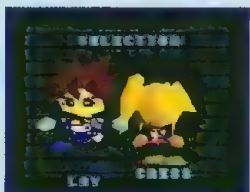
"The imaginative and unique levels look as if M.C. Escher himself designed them."



RELEASE DATE	DIFFICULTY	
Now-Japan	Moderate	
PUBLISHER	PLAYERS	
Xing of Japan	1	
SIZE	THEME	% DONE
CD-ROM	Adv.	100%



Some levels require you to use your sidestep jumping ability.



Both Lay and Cross have a similar jumping ability and weapons.



Journey through many imaginative and unique levels fighting off penguins and eagles.



Take advantage of situations such as these and pick off your enemies one by one.



of enemies, some of which are harder to kill than others. You can either jump on the enemies to kill them (which gives you bonus points) or shoot them with your weapon. It is quite difficult to jump on an airborne enemy like a



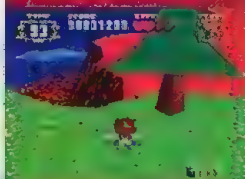
wasp or floating eye, so it is important to know your jumping limitations. Treasure chests are strategically placed throughout the game. Shooting the chest will open it up revealing potentially important

power-up icons, including health and weapons.

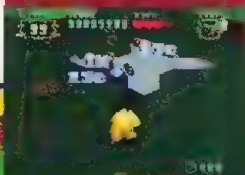
With the large levels, colorful imaginative graphics and challenging gameplay, Floating Runner is a welcome addition to any PlayStation library. ■

INSIDE TRACK

Roachie's Ramblings..



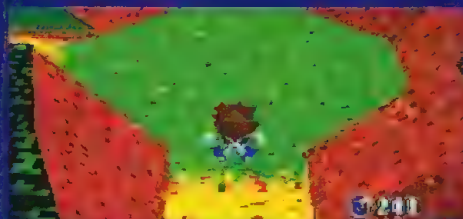
Take a look at the pictures between Level One and Two. Notice a difference? You should. T*NQ certainly did. When the game was developed in Japan, the programmers applied Gouraud shading to all of the polygons in Level One, but for some odd reason, didn't do it to the rest of the levels. When T*NQ announced the rights to release the game here in the U.S., they went back to the programmers and asked if they could Gouraud shade the rest of the game. As of this writing, it's unknown how these talks went, but by looking at the huge difference between Levels One and all the rest, let's hope that this change happens.



Scattered throughout the levels are the welcome treasure chests. By shooting them you can gain access to their once protected wares.

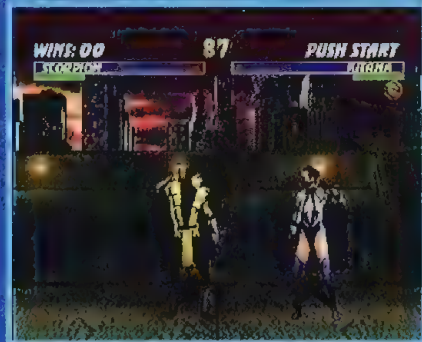
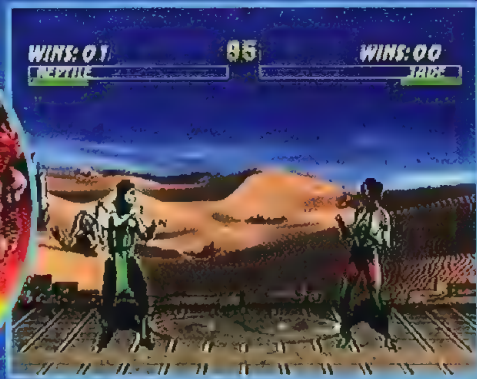
INSIDE TRACK

Let's get non-linear..



One unique feature used in Floating Runner is that it is a non-linear game. The mushroom-shaped exit at the end of each world slowly changes color, each representing a different world, which means whatever color the deer is when you enter directly affects the next world you enter.

PROTOS



Ultimate Mortal Kombat 3


It was only a matter of time. Ultimate Mortal Kombat 3 will be available for the Sega Saturn. If you've been lying under a rock for the past few months, here's what it's all about.

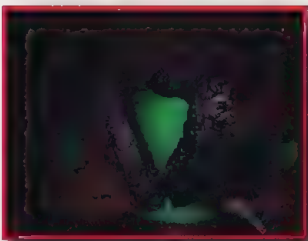
Talk of Mortal Kombat 3 is bringing up discussion of Liu Kang, Sindel, Smoke and the rest of the gang. However, forget about these dudes because Ultimate MK3 will not only let you play the old characters, but also some new ones.

Four of these newbies—Scorpion, Jade, Reptile and Kitana—already from the

series are selectable with the rest of the fighters. On the other hand, Mileena, Ermac and old Sub-Zero can only be activated through the discovery of three different Ultimate Kombat Kodes.

So, what else? Well, not too much. The new combat feature will let you initiate button taps with a jump punch and the endurance rounds have been revamped. Also, you can fight in an eight-player Tournament Mode, battle Noob Sabot, Rain and Human Smoke or watch the Toastymen make his always odd appearance.

PUBLISHER		SYSTEM	THEME	
Williams Ent.			Fighting	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
April	1 or 2		CD-ROM	N/A



You may be able to handle these guys, but...

...say hello to
mama!

- Spectacular, full-screen 3-D rendered, ray-traced animation.
- 2 full CDs crammed with mutant creatures and cyberspace action adventure!
- Rocket through the new and unique labyrinth of flying levels!

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CREATURE™
SHOCK
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EDITION

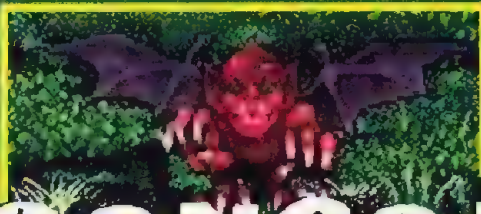


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PROTOS

Congo is a first-person perspective game based on Michael Crichton's book of the same name. You are an adventurer searching for a diamond mine which said to contain precious gems. You must search level to level for clues.

There is a danger to the mine. It won't be easy because mutated apes and other wild animals will attempt to stop you. The first-person perspective lets you come through the jungle. Lots of detailed foliage and rendered animals bring the book to life. Like most games of this type, there are plenty of secrets to be found, especially weapons which are real life-savers. While it takes a few liberties with the story, Congo looks like an excellent adventure.



CONGO

PUBLISHER		SYSTEM	THEME	
Sega			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
April	1		CD-ROM	N/A



Devil Summoner is the latest adventure by Atlus. It is an interactive mystery that involves interrogating people and fighting creatures of the Netherworld.

It seems that mankind has found a way to summon devils using technology. Your job is to search through the city for suspicious people. The search is conducted on a unique three-dimensional map. You can enter areas that are highlighted, with more appearing as the game progresses.


Similar to traditional RPGs, there are fight scenes where you use items and weapons against groups of enemies. Use even demons!

Searching is done via a first-person perspective, with interaction done with all sorts of people.

This CD has some cool graphics and a unique plot. RPG fans would be wise to check this game out when it is translated to the States. Look for it.



母親、はい、久美子さんから電話よ。

SYSTEM	RELEASE DATE
	3rd Qtr. '96
	THEME
	Adv
PUBLISHER	SIZE
Atlus	CD-ROM
PLAYERS	% DONE
1	N/A

DEVIL SUMMONER

WING COMMANDER III



Heart of the Tiger

ORIGIN IN ASSOCIATION WITH ELECTRONIC ARTS™ PRESENTS A CHRIS ROBERTS GAME

"WING COMMANDER III: HEART OF THE TIGER" STARRING MARK HAMILL, JOHN RHYNS-DAVIES, JASON BERNARD

TOM WILSON, GINGER LYNN ALLEN AND MALCOLM McDOWELL AS "TOLWYN"

WRITTEN BY CHRIS DOUGLAS DIRECTED BY PHILLIP GESSERT BASED UPON THE ORIGINAL STORY BY GEORGE OLOZIEV PRODUCED BY VIRGIL HARPER

EXECUTIVE PRODUCERS DONNA BURKONS PRODUCED BY FRANK DePALMA AND TERRY HURST

SCREENPLAY BY CHRIS ROBERTS BASED UPON THE SCREENPLAY BY FRANK SAVAGE AND CHRIS ROBERTS



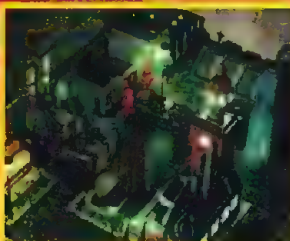
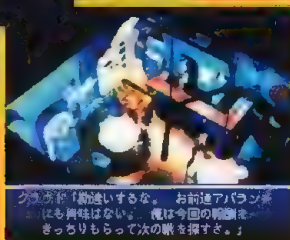
Coming soon for



PROTOS

Final Fantasy 7

Next Wave



たたかう	かくとう	HP	1540/2500	MP	120/150	TIME
アイテム			1468/1930		270/310	
おろす			2590/3540		000/000	

Square or Japan's announcement to make PlayStation games can only be described as stunning—a fitting word in light of this behemoth of an adventure.

Encompassing two CDs, *Final Fantasy 7* takes full advantage of SGI-rendered graphics to create richly detailed city and dungeon scenes, as these shots from Square show. Of particular note is the attention paid to lighting and shading effects such as the glow of a neon sign or campfire, which give the graphics a sense of depth never before seen in an RPG. The artistry presented in these preliminary shots is a dramatic departure from the simple cartoon-like drawings of Square's 16-Bit offerings, but given the quality of these scenes, it's doubtful if any gamers will complain about the new look.

Square has harnessed the PlayStation's polyge drawing capabilities for its battle engine, in which characters move and attack enemies in a 3-D setting. Based on what Square showed, the battle sequences can be viewed from various perspectives such as isoprop with the adventures, or from the enemies' point of view.

The actual storyline involves a mystery, but it apparently involves a futuristic-styled city called Midgar. Of course, no FF story is complete without new faces. Square has revealed three: Cloud, a partially armored fighter who packs a huge sword; Barret, a female ally draped in pink who wields a gun; and Barret, a muscle-bound black man whose arm serves as formidable weapons in battle. (Don't get us wrong; this game will be played on the PlayStation.)

Cloud is a former member of a mercenary group called Shinra, which is the main antagonist of the game. Cloud is a former member of a mercenary group called Shinra, which is the main antagonist of the game.

SYSTEM	RELEASE DATE
	4th Qtr. '96
PlayStation	THEME
PUBLISHER	RPG
Square	SIZE
PLAYERS	CD-ROM
1	% DONE
	N/A

Save The Soul of Rock and Roll!



JOHNNY bazookatone

Includes an rock featuring
Rockin' Bon Jovi and Tico Tico
from Bon Jovi!

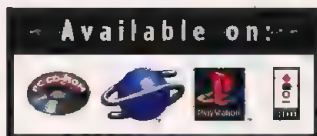
You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar.

It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball!
That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever
composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! <http://www.anime.net/~johnnyb>

U.S. GOLD

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PROTOS

The popular miniature game

Warhammer will be translated into video-game form faithful to its source.

Warhammer: Shadow of the Horned Rat has all of the Orcs, Skaven and Chaos cards one would expect. Assume the role of Morgan Barnard, a

sergeant with an army of men. Use tactics and skill to defeat the enemy forces in real-time combat. Anything can happen in a battle

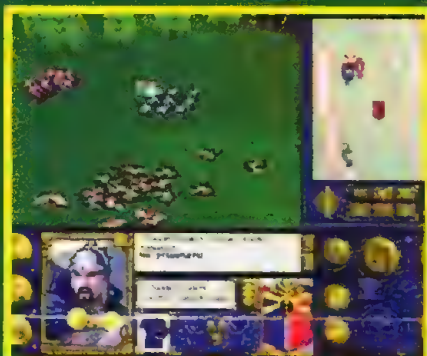
against Chaos, so you can have a trained warrior and




Warhammer. Shadow of the Horned Rat is steeped in devious plot details and surprises that make the idea of war

The graphics in the game are fully rendered. The battles are shown from an over-the-shoulder view. To keep the story alive, 30 minutes of full-motion video have been added

If you've ever wanted to play Warhammer, this game is the perfect



PUBLISHER		SYSTEM	THEME	
Mindscape		 PlayStation	Strategy	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
May	1		CD-ROM	N/A

Warhammer

Shadow of the Horned Rat




If you want to know what it's like to be flying a multimillion dollar fighter, forget simulators. Instead, try out Top Gun: Fire at Will. No complex controls or textbook-sized manuals here. This game is pure arcade-style action as you take to the skies in your F-14.

Set over the backdrop of several hot spots around the world, you'll have to show the enemy pilots who's the best. Aerial dogfights are brought to life with a combination of heavy weaponry and maneuverability that allows you to fly in three-dimensional space. Pick and choose your armaments from a selection of nasty things that go boom.

Top Gun. Fire at Will



contains over 40 missions, so you can be sure that your joystick is going to be put to the test. Blast enemy MiGs over dense jungles or desolate deserts. Engage hostiles in treacherous canyons, where one false move can prove deadly.

SYSTEM	RELEASE DATE
 PlayStation PUBLISHER	2nd Qtr. '96
	THEME
	Flight Sim
Spectrum Holobyte	
PLAYERS	% DONE
1	N/A

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PROTOS

Wing Commander 3

The third installment of the popular Wing Commander series will be appearing on the PlayStation. As you probably know, the story is about mankind's struggle against a race of cat-like beings called the Kilrathi. The wars are carried about in ship combat. The gameplay is from inside the cockpit on one of these war machines. What made Wing Commander so popular was the realistic space combat. In

addition, Wing Commander 3 has a gripping plot with plenty of full-motion video cinemas that bring the struggles alive. There are multiple endings, depending on your skill. Big-name actors like Mark Hamill (*Star Wars*) have starring roles in the cinemas.

Wing Commander 3 has realistic texture-mapped ships that scale in and out smoothly. You've never seen space combat this realistic on the PlayStation!



PUBLISHER

SYSTEM

THEME

Origin

RELEASE DATE PLAYERS

April

1



PlayStation

Flight Simulator

SIZE % COMPLETE

CD-ROM

N/A

SOLAR CRUSADE

Solar Crusade is a new game in the works by I-Motion. Details are still sketchy, as the EGM office received only a demo tape.

So far this game has an abundance of cinemas and quickly scrolling rendered areas. From the quick level shots, it seems like Solar Crusade might be a shooter along the lines of Nova Storm.



SYSTEM

RELEASE DATE



Publisher

I-Motion

PLAYERS

N/A

THEME

Shooter

SIZE

CD-ROM

% DONE

N/A

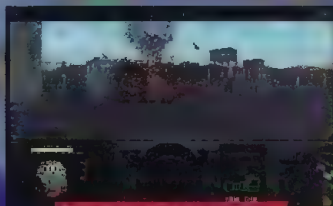
They say the last thing you see before you die
is a blinding flash of light.

But Hey, You're A Mercenary. You're Used To This Stuff.

SHELLSHOCK



Abstract The purpose of this study was to determine whether there were differences in the prevalence of self-reported depression between men and women who had been exposed to violence by intimate partners. Data from the National Longitudinal Study of Women's Health are used. Results show that among women who reported exposure to violence by their current or former partner, 10% reported having experienced depression during the past year. Among those who did not report exposure to violence, 6% reported experiencing depression during the past year. These results suggest that exposure to violence by intimate partners is associated with higher rates of self-reported depression.

[illegible]

Available on:

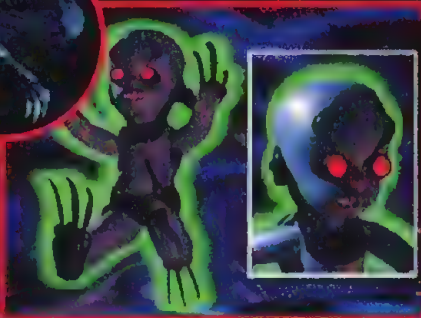


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Next Wave

PROTOS

Steel Harbinger



Protect the last remnants of humanity from the relentless assimilation from an alien race. Navigate a massive world composed of nine cities, where the difference between friend and foe is not always apparent.

This graphic adventure is seen from a three-fourths perspective. The gameplay is non-linear, allowing you to search until your heart's content. Fight alien forces with strategy and technique. Each time you play is different, since Steel Harbinger modifies itself to your playing style. This game could be what RPG fans are looking for.

SYSTEM	RELEASE DATE
	June
PUBLISHER	THEME
Mindscape	Adv.
PLAYERS	SIZE
1	CD-ROM
% DONE	
N/A	

Starwinder




A race between different life forms will determine who is superior. As a newcomer from Earth, prove the worthiness of your race. Five different ships and a cast of odd beings make this a race like no other.

All of the graphics in Starwinder are rendered. The perspectives are in both third- and first-person perspective, along with several different camera views.

With over 40 different races, and a collection of the best races in the galaxy, you're going to have your hands full. If you are thinking of winning, Starwinder takes racing one step further with its inventive story.

Starwinder is an original game concept, which takes features from both role-playing and racing.

PUBLISHER	SYSTEM	THEME
Mindscape		RPG/Racing
RELEASE DATE	PLAYERS	SIZE
August	1 or 2	CD-ROM
% COMPLETE		
N/A		

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Nintendo

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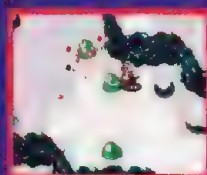
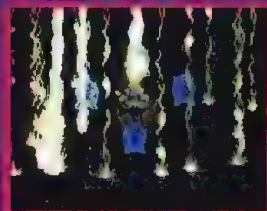
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ENTERTAINMENT SYSTEM

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PROTOS




because of the massive influx of letters and e-mail, Sony has buckled under the pressure and the Laid will finally be released in the U.S. This game is a combination of role-playing/strategy blended together.

You start the game with a small cast of characters with relatively low strength. As the game progresses, you'll meet

new people and use new weapons.

The battle scenes are turn-based, with you able to move each warrior a set distance. Attacks can be done in the form of weapon strikes or pyrotechnical bursts of magic. In the course of combat, your troops will increase in levels. Look for this one coming soon!



PUBLISHER	SYSTEM	THEME
Sony Computer Ent.		RPG
RELEASE DATE	PLAYERS	SIZE % COMPLETE
4th Qtr. '96	1	CD-ROM 80%

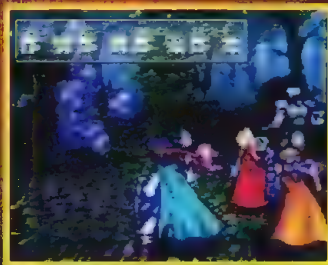
ARC the LAD

Let the deluge of PlayStation RPGs begin! Beyond the Beyond is a game more along the lines of a traditional RPG. The battle sequences don't require strategic placement of troops; placing an emphasis on story rather than war.


The graphics of Beyond the Beyond are excellent, particularly when the screen rotates around the combat sequences. There are a few interesting

quirks to the gameplay. For example, you must hit the buttons rapidly to build up power. An original concept, but some players might not care for that feature.

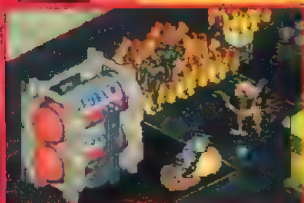
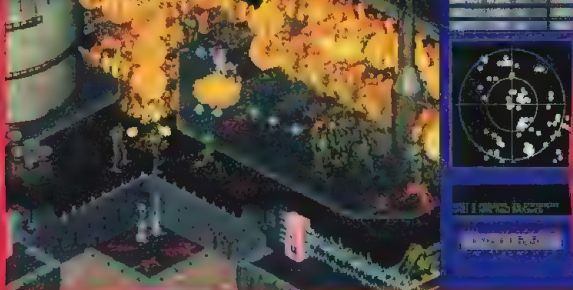
The need for PlayStation RPGs has been apparent for a long time, and it is only now that we are beginning to see the trickle of games from this genre. Look for more Beyond the Beyond in a future issue because you certainly won't want to miss this one.



BEYOND THE BEYOND

SYSTEM	RELEASE DATE
	June
PUBLISHER	THEME
SCE	RPG
PLAYERS	SIZE
1	CD-ROM
	% DONE
	80%

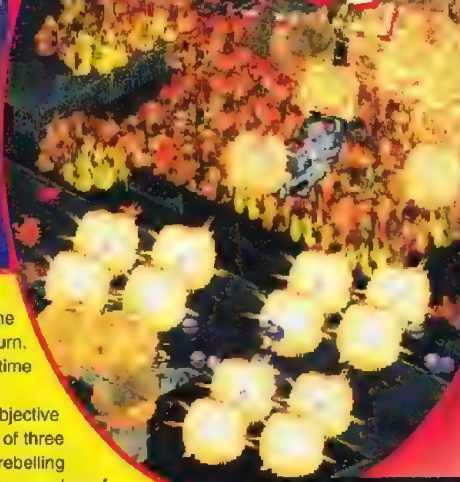
MAYHEM



Yet another game in the action/strategy category is on the way to the PlayStation and Saturn. This futuristic thriller is set in a time where mankind battles its own biomechanical creations. The objective of Mayhem is to control a team of three humans and battle against the rebelling forces. You can equip them with a number of weapons and send them down in armored vehicles. The playing field spans five different zones. Some of the places you'll fight in will be an industrial zone and an airport. Each level is huge, spanning eight screens in all directions. You have to hunt down the enemy forces in a style similar to X-Com.

As the new (and more powerful) systems gain more prominence, games of these caliber will be made.

PROTOS



SYSTEM	RELEASE DATE
Multiple Platforms	3rd Qtr. '96
	THEME
	Action
PUBLISHER	SIZE
Mirage	CD-ROM
PLAYERS	% DONE
1-12	N/A

Next Wave

LOADED

Interplay's non-stop action game Loaded is set to appear on the Saturn. You play as one of six demented individuals trying to escape from a maximum security prison. Along the way, you'll find lots of enemies to pulp into red juicy

chunks. Loaded pulls no punches in the gore department. Some of the things you fight range from mental patients to regenerating zombies. Anyway you look at it, Loaded is a tough game. Each level has you searching for parts or keys to get further in the game. Loaded is—for the most part—a maze game.




Hidden in each level are secret areas filled with power-ups.

Each character can increase his/her strength many times. The firepower can fill the screen. Think of Loaded as a 32-Bit Smash TV. If you want intense action, Loaded has it.

It's currently unknown

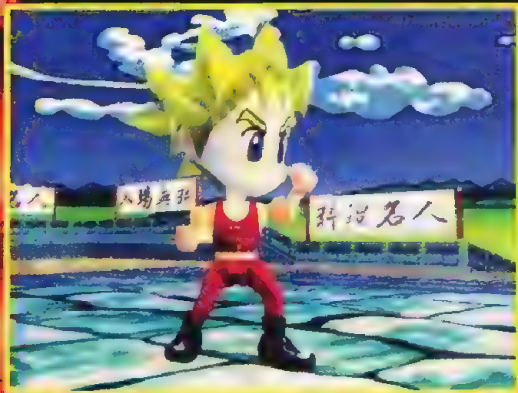
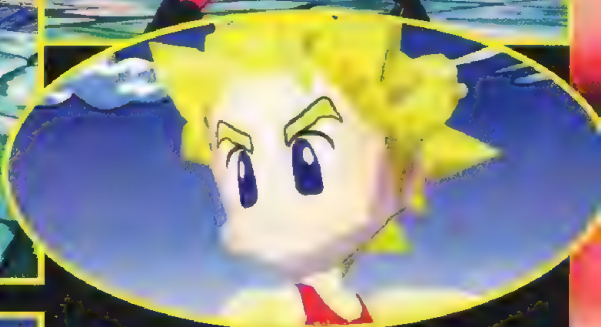
how Loaded will translate to the Saturn or if anything has been added. Check out future issues for more info.

PUBLISHER		SYSTEM	THEME	
Interplay			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
Aug. 96	1 or 2		CD-ROM	N/A

INTERNATIONAL PROTOS

VIRTUA FIGHTER *Kids*

Next Wave



Virtua Fighter is hot...at least in Japan. With Fighting Vipers cooling off and VF3 quite a ways away, Sega has produced Virtua Fighter Kids to keep the players hot for VF games. The characters have been redrawn in the typical Japanimation style, and they have really huge

heads. Designed by an AM2 team, this game actually is incorporating ideas that will be in VF3 like actual facial expressions. There will be replays from various camera angles depending on the type of combo, kicks or punches. Currently, this is scheduled as a Japan-only game.

PUBLISHER

SYSTEM

TITLE

Sega

Arcade
Scene

Fighter

RELEASE DATE

PLAYERS

SIZE

% COMPLETE

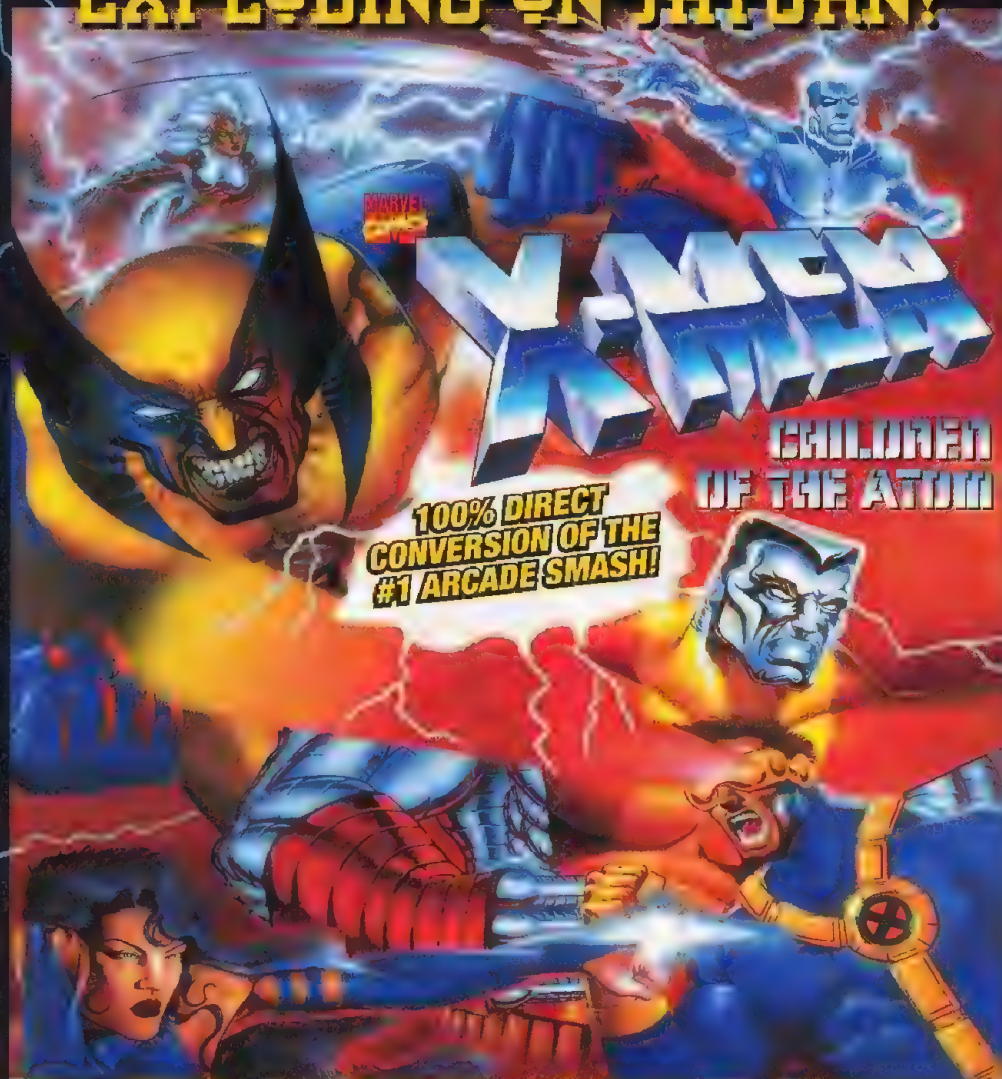
1996

1 or 2

N/A

30%

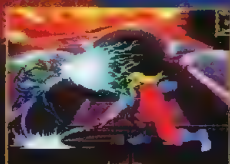
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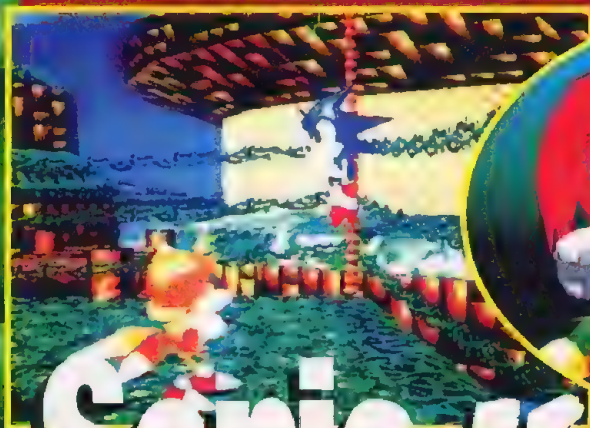
**SUPER JUMPS AND
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INTERNATIONAL
PROTOS

Sonic FIGHTING

back. Of all possible scenarios, he and his team now the main characters in a new Japan-only arcade fighting game. Tentatively titled *Sonic Fighting Game*, AM2 combining the polygon-shaped figures they are best known for (VF) with Sega's mascot and friend.

While the game is only about 25 percent complete, it will also feature Sonic, Tails, Fang and Knuckles. The Sonic moves are smooth and Sonic actually fights. Rumors abound that Knuckles will be able to fly and dig, but these haven't been confirmed yet. In an exclusive interview, Sega confirmed that a Saturn version of this fighter will be out in Japan late in 1996.

SYSTEM	RELEASE DATE
Arcade Scene	1996-Japan
PUBLISHER	THEME
Sega of Japan	Fighter
PLAYERS	SIZE
1 or 2	N/A
	% DONE
	25%

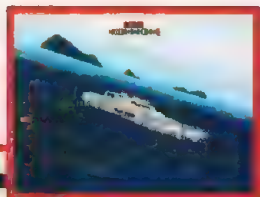


THUNDER STRIKE

**FIRE UP THE THUNDERSTRIKE, and prepare for
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Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns



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Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the debris!



War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft – then vaporize them with bone-shaking explosions!

US GOLD

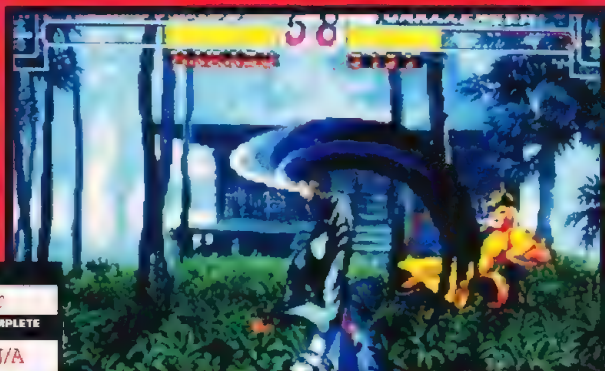
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HAVE A NICE MISSION.



Ninja Masters is a fast-paced, action-packed fighting game that's a real treat for fans of the genre. It's a 2D fighter that's easy to pick up and play, but it's got a lot of depth and strategy. The game is set in a traditional Japanese setting, and the characters are all ninjas. The game is a real treat for fans of the genre, and it's a great addition to any collection of fighting games.



PUBLISHER

SYSTEM

THEME

SNK

Arcade
Scene

Fighter

RELEASE DATE

PLAYERS

SIZE

% COMPLETE

1996-Japan

1 or 2

N/A

N/A

Ninja Masters

Over the Top



Over the Top is another SNK game, and surprisingly, there isn't any fighting in it. Instead, this one looks to be an off-road rally game of some type. It looks a lot like an earlier Neo-Geo cart called Thrash Rally. You have a selection of vehicles at your disposal. Run them through their paces on a number of hair-raising tracks. There are all sorts of obstacles, so you have to be on your toes. This game looks like it could be a lot of fun. It's nice to see that SNK is working on genres other than fighting.

SYSTEM

RELEASE DATE

Arcade
Scene

1996-Japan

THEME

Racing

PUBLISHER

SIZE

SNK

N/A

PLAYERS

% DONE

1

N/A

PROTOS



The creative minds at Midway have finally seen fit to show a few shots of their latest fighting extravaganza: War Gods. The warriors look polygon-based with a three-dimensional fighting arena. The cast of characters has an assortment of special powers that explode with pyrotechnical brilliance. As the name implies, the combatants are dailies. This could lead to some interesting battles to say the least.

WAR GODS



PUBLISHER	SYSTEM	THINK
Williams	Arcade	Fighting
RELEASE DATE	PLAYERS	SIZE
Q3 '96	1 or 2	N/A
PLAYERS	COMPLETE	
1 or 2	N/A	N/A

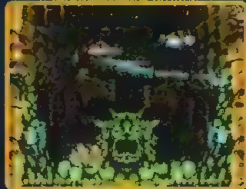
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EGM - February '96



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Team EgM

PRIME-TIME PLAYERS ATTEND SUPER BOWL XXX



Todd Newell

Deion Sanders was at Super Bowl XXX as was Team EGM. Find out why Reggie Brooks is on the phone and who won EA Sports Madden Bowl '96 tournament.

There were plenty of stories coming out of cactus country, the site of Super Bowl XXX. Team EGM was there covering all of the behind-the-scenes gaming action.

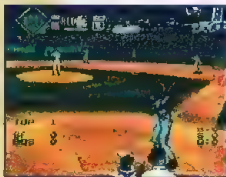
Sony was on hand with a small booth, and scored the coup of the Super Bowl when Paul McGuire and Phil Simms played NFL GameDay on the NBC Super Bowl pregame show. Craig Ostrander and Kelly Ryan manned the Sony booth at the NFL Experience.

Sega put on quite a show by sponsoring the NFL Players Party. Sega had several Saturn and Genesis systems up and running. Deion Sanders made an appearance to play NFL Prime Time Football against Rod Woodson of

the Pittsburgh Steelers. Deion won and so did Sega—the company put on quite a show. Team EGM also found out that Deion Sanders will be starring in a new Saturn baseball game and a football game this fall. Details are sketchy at the moment regarding when the games will be ready, but they are in development.

Reggie Brooks was on hand to defend his Madden Bowl title. Find out if he won it again in our exclusive Madden Bowl coverage. We also found out there will be a Madden '97 for the Genesis. A Madden game for the PlayStation will be out in late October or early November.

As always enjoy the rest of the Team EGM coverage.



THE LINEUP

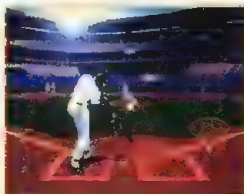
• PREVIEWS

NEED FOR SPEED (PLAYSTATION)
NFL POWERPLAY '98 (SATURN)
NFL QUANTERBACK CLUB '98 (SATURN)
COLLEGE SLAM (SUPER NES)

• BOX SCORE

RIDGE RACER REVOLUTION (PLAYSTATION)
FOES OF ALL (3DO)
MARK DAVIS' THE FISHING MASTER (SUPER NES)
NBA JAM: TE (JAGUAR)

QUICK SHOTS



Get ready to step up to the plate with Big Hurt Baseball.



Sony will be taking it to the hoop hard with NBA Shootout.



Tokyo Highway Battle is coming from Jaleco for the PS.

Nintendo is getting ready to release Ken Griffey Jr.'s Winning Run for the Super NES.

Need For Speed



Do you feel the need for speed? Electronic Arts' highly successful PC and 3DO game is making its way onto the PlayStation, and not a moment too soon.

The big-time driving fanatics in our office crowded around this one the moment it came in. We had to beat them back and threaten them with having cold pizza for the next company luncheon just so we could get near the game.

Road & Track Magazine is once again attaching its name to Need for Speed.

There are seven different race locations: three open road tracks, three closed circuit tracks, plus one bonus track.

You can race with one of eight different high-performance cars and four different types of races.

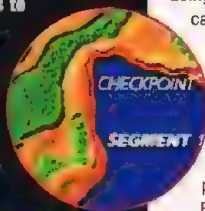
In the One-player Mode, you can race against computerized opponents in a time trial or a standard race.



Need for Speed has seven different race locations comprised of three open tracks, three closed circuit tracks and one bonus track.

There are four different Gameplay Modes to try, with an option to compete via the PlayStation's link cable. You can also keep your best time on each track or see how you stack up against your competition because the game will keep records of your and other racers' fastest times.

ROAD AND TRACKS



PEDAL TO THE METAL

You have your choice of eight different high-performance racing cars, including the Mazda RX-7, Acura NSX, Toyota Supra Turbo, Porsche 911 Carrera, Dodge Viper RT/10, Corvette ZR-1, Lamborghini Diablo VT and the Ferrari 512TR.

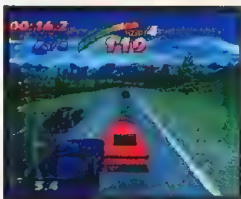
If you place first after any race, you'll receive access to the bonus course, which will be added to your list of race tracks.

from a variety of different camera angles. The crash sequences are spectacular and die-hard fans of racing games will want to gear up for the impending release of this game for the PS.

RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		SIZE	
EA Sports		CD-ROM	
PLAYERS	THEME	% DONE	
1 or 2	Racing	70%	

There's also a Two-player Option that allows you to race with a friend on a split-screen, or race with a friend using the PlayStation link cable, too.

The sound effects of this game definitely add to the gameplay experience, from the roar of the engines to the incredibly fast-paced soundtrack. Each race can be viewed



You can view a race from different perspectives.

EA SPORTS AND SEGA

Score Big In Tempe, Ariz., At SUPER BOWL XXX

The Sega NFL Players Party was a tremendous success. Sega put on a show for all of the world's media to see. Some members of the media suggested that Sega's party was better than the highly touted NFL Experience. At Sega's party, the NFL players were accessible and autographs were easy to get. However, at the NFL party, you had to stand



the New Orleans Saints, Lamar Thomas of the Tampa Bay Buccaneers and Glen Foley of the New York Jets. On the Saturday before the Super Bowl, those who survived the competition's first rounds squared off in the quarterfinals, semifinals and finals. Reggie Brooks, a running back with the Washington Redskins, was the defending champion seeking back-to-back



Super Bowl. All of the contenders for this year's Madden crown gathered at Gibson's nightclub, a stone's throw away from Sun Devil Stadium, the site of Super Bowl

Team EGM to the Lombard address in the front of the magazine.

Among this year's crop of contenders was Toi Cook of the San Francisco 49ers, Napoleon Kaufman of the Oakland Raiders, Jerome Bettis of the St. Louis Rams, Terrence Mathis of the Atlanta Falcons, Irv Smith of



Madden Bowl victories. Facing him in the finals was Brandon Sanders, College Football USA East West champion and a member of the Arizona State football squad. Sanders used the Philadelphia Eagles and Reggie used his current team.

The game was close, with Brooks kicking a field goal in

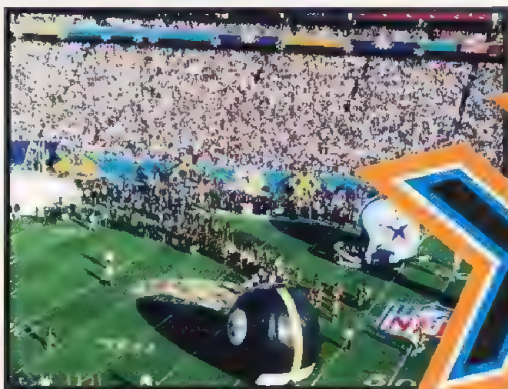
in huge lines just to get a ticket to get in another line for an autograph.

At the NFL Experience, EA Sports took center stage with Madden Bowl '96, which was a huge success. This year's 16-Bit Madden Bowl tournament was hosted by Kid from Kid 'N Play, and a co-star in the *House Party* movies. He brought along Darius Rucker of Hootie & The Blowfish and Nate Morris of Boyz II Men. The event began at the pairings party on the Friday night before the

XXX. Thirty-two NFL players, musicians, movie stars and television celebrities brought their game plans and favorite trash-talking one-liners—along with their favorite Genesis joysticks—to the tournament. The winner's likeness will be digitized and immortalized in next year's intro to Madden '97 as the Madden Bowl champion.

That's right: All indications point to a Genesis version of Madden to come out next year. We're doing a story on what we would like to see in next year's version of Madden for the Genesis. You can e-mail your suggestions to egmtriks@mcs.com, or you can send us your suggestions in care of





the dying minutes of the game to win.

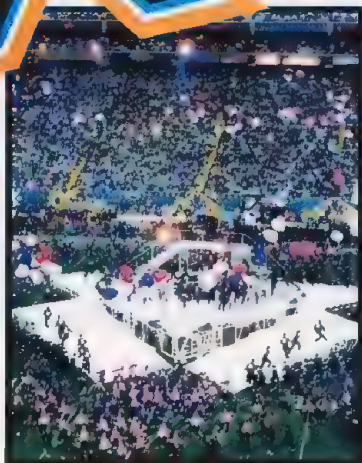
The score was 48-45. After the game, the high fives were flying and then the phone rang out of the blue: It was John Madden calling to congratulate Brooks on winning his second Madden Bowl championship.

"I'm glad I won," Brooks said. "If I would have lost, my wife said I couldn't come to next year's tournament. Now I know I'll be here playing at least for the Madden Bowl trophy next year, if not in the big game."

EA Sports put on quite a show and answered questions regarding the future of the Madden series.

There will be Madden '97 for the Genesis in 1997. However, the PlayStation version was the big question on many players' minds, including Reggie Brooks: "When is that game coming out?"

According to Electronic Arts officials, versions of Madden will come out in late October or early November for both the PlayStation and the Sega Saturn. For more on the Madden Bowl and Super Bowl XXX, pick up *CYBER SPORTS* with Wayne Gretzky and Earvin "Magic" Johnson on the cover.

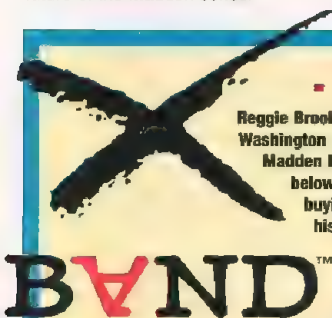


...And The Winners Are...

Reggie Brooks, running back for the Washington Redskins and the two-time Madden Bowl champion (pictured below holding the trophy) is buying an XBand modem for his Genesis. He will be going on the Catapult, the

Keith Hayes, 33, pictured below at right, was the Genesis Madden XBand winner. "I used a rental game when I played and I was pretty nervous. I won the championship game 31-13. I played with Pittsburgh," Hayes said.

"I'm really having a good time here at the Super Bowl. This is my first Super Bowl and it's a great experience for me. The Madden Bowl was a lot of fun to watch," he said before signing some autographs for fans.



BAND™

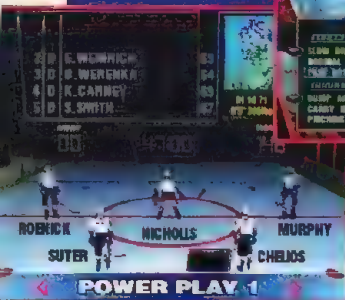
XBand modem service, to take on all comers as "THE CHAMP." The winners of the XBand/EA Sports Madden '96 tournament on the Super NES and Genesis platforms received the chance to attend the Madden Bowl and Super Bowl XXX in Tempe, Ariz.. Team EGM caught up with them to get their comments on this year's tournament.

Ahren Noga, 16, pictured at right in the black-and-white shirt, hails from Atlanta, and is better known in the XBand community as Mr. Hockey 1. In the qualifying rounds, Noga went 11-0 and was ranked number three. He won six more times then was awarded the Super NES Madden XBand title. "I also enjoy playing NBA Jam Tournament Edition, Super Mario Kart, Ken Griffey Jr. Baseball [and] NHL Hockey," Noga said.



game PreparATions

All of the elements of a hard-hitting hockey title seem to have been included in this game. However, the proof will be in the pudding when Team EGM receives the finished version. Working on the title is Radical Entertainment, a group of hockey programming veterans from Vancouver.



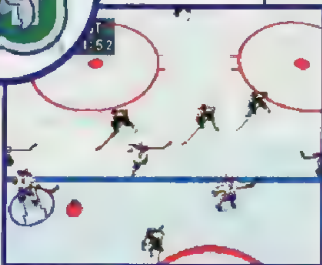
British Columbia. If anyone knows how to handle sticks in an ice rink, it's the boys from the Great White North.

This is the second hockey game to come out for the Saturn, and it will also be ported over to the PlayStation. Both games are scheduled to ship in June. Here's what we know so far: The game will allow players to control a full selection of authentic offensive and defensive moves.

The game engine features a superior 3-D motion capture technology and a new artificial intelligence entitled SMART technology.

Using this new AI, players will be able to adjust to offensive and defensive changes

RELEASE DATE	DIFFICULTY	
May	Moderate	
PUBLISHER	SIZE	
Virgin	CD-ROM	
PLAYERS	THEME	% BONE
1-6	Hockey	80%



Rather than sprites, the game uses polygon figures.

on the fly—capturing the essence of the rhythm and feel of NHL hockey. The game features both NHL and NHL Players Association licenses, as well as updated statistics.

Powerplay allows you to determine the point of view you wish to play in by letting you choose where you place a free-roaming camera that follows the action. Instant replays of a dramatic check



Notice on these overhead views the amount of detail lavished on the players, such as logos and stripes on jerseys. Close-ups on replays offer a better view.

or a great goal can be fired up and replayed from a variety of different angles.

There are a few ways to play this game, like head-to-head, preseason,

season playoffs and a World Tournament Mode featuring top international teams.

This is Virgin Interactive's first trip to the ice, and it has a sharp programming team with plenty of hockey programming veterans. Their attention

to detail is evident in the Team Select and Pause Screen backgrounds, which are actually integrated views of the ice rink from different angles.

But as Donald S. Cherry



says, "Let's Get at it," we'll be reviewing this game soon. Based on this early look, it seems as though these guys have done their hockey homework.



NHL POWERPLAY

COLLEGE SLAM

Acclaim's hitting the hardwood once again, this time with an NBA Jam-type game entitled College Slam; the release of which coincides nicely with the onslaught of March Madness.

Instead of NBA teams, Acclaim has chosen 44 of the nation's best college teams to go at it in a season, tournament or head-to-head with up to four players.

You can edit your teams and change players on your roster. This ensures that your

college rosters will never grow outdated. The Name/Stat Edit Screen is also a big bonus if you have visions of creating an all-time college legends lineup. (Imagine Michael Jordan reunited with James Worthy at UNC, for example.)

Each school has its own fight song, and gamers have a roster of five players to choose from per team. Players can be subbed in and out during time outs.

Some cool features have been added to this game, like alley-oops, backboard

smashes, net meltdowns and of course, a liberal dose of high-powered slams.

College Slam plays just like NBA Jam, but has new features such as an Edit Player Statistics Option and additional player power-ups like the Defensive Whirlwind.

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	SIZE	
Acclaim	14-Meg	
PLAYERS	THEME	% DONE
1-4	B-ball	100%

a system that will have Slam, including the Super NES, Genesis, Saturn and PlayStation.



A Whirlwind Feature turns players into miniature tornadoes on the court.

Borrowing from the NBA Jam formula, Acclaim has also added power pickups and high-scoring "Hot Spots" that randomly pop up.

Chances are your own



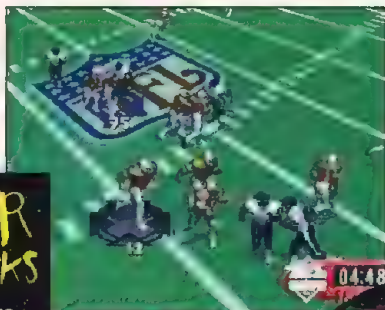
Are you ready for some more football? It's still crunch time, even if the NFL season is over for the year. You can still replay the big game using the Dallas Cowboys vs. the Pittsburgh Steelers, or any of the teams you wish had made it to the Super Bowl, with NFL Quarterback Club '96 for the PlayStation and the Saturn. The game has been out for the Genesis and the Super NES for some time. However, Acclaim has taken some extra time with the 32-Bit versions of the game.

The game features members of the National Football



League's passing elite, including all of your favorite NFL quarterbacks. The game has an NFL and an NFL Player's license.

It features an all-new



NFL QUARTERBACK CLUB '96

The artificial intelligence has been enhanced, so beating the computer won't be easy for rookies to the game.



ALL-STAR QUARTERBACKS

To play the NFC vs. the AFC in the preseason, at the startup Legal Info Screen enter: A, B, A, B, A, B (Saturn); Square, X, Square, X, Square, X (PlayStation); or Y, B, Y, B, Y, B (Super NES). Read the next **CYBER SPORTS** for additional codes.

passing interface that gives gamers an unlimited view of the field and more of a chance to see the open receivers or backs as a play develops.

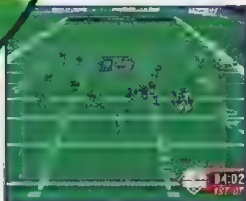
Multiple camera angles allow you to watch an instant replay from virtually any angle. Other perspectives include an



over-the-shoulder view with the shoulder cam and an auto-view that adjusts the camera from any position. If you use the blimp cam, you can see the entire field, including both end zones. This isn't an ideal camera to play from, but you get the picture. You can also adjust the camera to view any particular play from multiple vantage points.

Additionally, NFL Quarterback Club '96 has an advanced AI that makes the computer tougher to play against.

The Crunch Time simulator is back and this time is armed and dangerous, with 50 different game situations for you to test your playing skills against.



Your QB now has an almost unlimited field of vision.



RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		SIZE	
Acclaim		20-PCM	
PLAYERS	THEME	% DONE	
1-12	Football	100%	

Gimme the Ball!

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STRIKE!**



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WITH THE
WHIRLWIND!**



ALLEY-OOPS!



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Acclaim
ENTERTAINMENT INC.

RIDGE RACER REVOLUTION • PLAYSTATION • NAMCO

The improvements may seem just cosmetic on the surface—a rear windshield and crisper graphics—but the cars' handling has been tweaked for the better. This results in cars that are easier to control and a more accurate feel to the track surface. If you liked the first version, you'll truly love the sequel.

Video
Country

9.0



Despite its predecessor, which was already an excellent game to begin with, this second edition has been greatly improved. The game's overall look is much cleaner, with a whole lineup of sounds and music. In respect to gameplay, the handling of the car is tighter and easier to control. Trade in the old one.

Video
Paraz

9.0

FOES OF ALI • 3DO • EA SPORTS

Cut me Mick, cut me. In the words of Rocky Balboa, this game is down for the count. Although the perspective of the fighters is good and the blurred vision is interesting, I can think of ways that are more fun to get blurry vision. This game doesn't do enough to hold my attention through the second round.

Video
Country

6.0



At first the 3-D perspectives of the fighters (as well as the camera angles) caught my attention, but in the end, I was disappointed by the gameplay. Competing against the computer tends to be easy at times, where you pretty much tenderize your opponent to the end. It's great playing at first but the fun factor runs out.

Video
Paraz

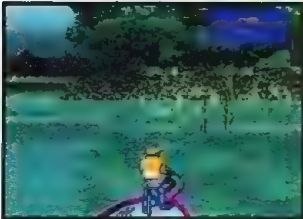
6.5

MARK DAVIS' THE FISHING MASTER • SUPER NES • NATSUME

This game won't win any trophies but it's fun to play. Like any game, you have to give it a chance. There needs to be more fishing animations, but the upgrades of the boats, equipment and the ability to purchase new tackle will your winnings is good. You may want to rent this one first before you put it in your tackle box.

Video
Country

7.0



I know fishing requires patience, but my patience ran out with this one. The game needs more fishing animation in regard to reeling in your fish or just fish swimming in the water. Plus, finding where the fish are is not really user friendly. An advanced sonar can really help here. The game needs to be more realistic.

Video
Paraz

6.5

NBA JAM: TE • JAGUAR • ATARI

How many versions of NBA Jam are there going to be? I'm getting pretty tired of this game, but its translation over to the Jaguar works well. Same power-ups, same hot spots, same old, same old. I've done the math, and this game will keep Jaguar fans happy, as well as those who don't own TE for any other systems.

Video
Country

6.0



Can this game be in every system out there? As far as Jaguar titles go, this game is done pretty well. Of course, the graphics and sounds slightly change for the better, but we are talking about the Jaguar here. Remember, do the math. In the end, it's another NBA Jam: TE for another system. That's great...the end.

Video
Paraz

6.5

STILL FUN TO PLAY WITH

Just like Fido, your good ol' Sega Genesis System still has a lot of play left in it! GameTek is offering seven new titles for Fido... **SEVEN BIG TITLES** to give your Sega Genesis a good kick in the butt!

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It's time to get the dust off of the gamepads and start playing some new games with Fido, cause he ain't gettin' any younger!

Interested? Give us a look up on the world wide web at <http://www.gametek.com>

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Letter of the MONTH

Nintendo 64: an Ultra Letdown?

Dear *EGM*:

I am tired of Nintendo in general and the way it sets release dates. I have been a supporter of Nintendo for some time now and have been saving my money to buy the Nintendo 64 when it was supposed to be released in April. When I logged onto your Web site, I saw that the Nintendo 64's release date had been pushed back. Once again, Nintendo decided to trick video-game players into thinking its product would be out on time. You would think the strong sales and interest in the PlayStation and rising interest in the Saturn would make Nintendo want to get back into the market before it is too late. I say too late for many reasons. First, many people have been holding off buying a PlayStation, Saturn or 3DO in hopes of getting the Nintendo 64. Now that it has been pushed back until Sept. 30 (yeah right, it will probably be released in April of 1997), many of those people are going to buy other next-generation systems because they are tired of waiting. Second, Sony and Sega will have time to get many solid titles under their belts (not that they don't have any now), which will be just as good as first-generation Nintendo 64 games. Sony and Sega will also have time to release add-ons, such as modems, memory expansions and various other devices, opening up new interest in their systems. Lastly and most important, is the M2, which could kill the Nintendo 64. The M2 is slated to come out around or soon after the release of the N64. The M2 is supposed to be more powerful, and if this is true, gamers will be more interested in it, which will kill Nintendo's chances of being "Top Dog." I would like to end this letter with a few suggestions for Nintendo and fellow gamers:

Nintendo, please do not go back on your promise of a \$250 price tag, and attempt to release the N64 before the official release date of Sept. 30. Gamers, I would suggest that you buy a next-generation system, be it a PlayStation, Saturn or 3DO. Don't miss out on all the good games out there on these systems now. If you have money later, then get a Nintendo 64. I would like to see the Nintendo hold-outs give companies such as Sega, Sony and Panasonic their business because they are giving you quality systems and games that are available today. Maybe one day Nintendo will start to care about gamers and supporters.

Murray Tarlton
Hampstead, MD

Great letter, Murray. Many gamers are quite disappointed with the Nintendo 64 delay, including myself. Only time will tell if Nintendo made the right move in pushing back its "super system." The fact of the matter is that the Nintendo 64 had better be worth the wait. Congratulations Murray! You win an Acclaim Dual Turbo Joystick.



• Nintendo's long-awaited "super system" was pushed back until September. Is it really worth it?

We Want To Know

Dear EGM,

I like your Nintendo 64 news, but there is one problem though: There is still not enough of it! Why is Nintendo being so secretive?

Mike Haas
via the Internet

Unlike other video-game companies, Nintendo does not like to make any announcements or release any pertinent information about its products unless the product is in its "final stages" of production. Nintendo also doesn't attempt to "hype" up its product in any way. Nintendo's "secretive" way of doing things seems to be working in its favor; look at all the gamers hyping up the Nintendo 64.

What's With Square?

Dear EGM,

Why, oh why, doesn't Square make games for any other company but Nintendo? Square rules! I bought Final Fantasy for NES and practically all Square games for the Super NES. I think I'm going to send mail to Sony requesting the company to pay Square any amount of money to make games for its system.

Gwynn Elfring
via the Internet

The reason Square produces games solely for Nintendo is because both companies are on very good terms and have had great success with one another, both in the States as well as Japan. You will be happy to know, Gwynn, that Square has recently

announced that Final Fantasy VII is in the works and is coming out exclusively for the Sony PlayStation. What about the Nintendo 64? No one knows for sure, but keep reading EGM for up-to-date information on the Square and Sony partnership.

Pricy CDs Too Expensive

Dear EGM,

I own a PlayStation and I love it. I do have a complaint though. What's the deal with the prices of video games these days? CD-ROM technology is supposed to be cheaper than cartridge, right? So why are new games for CD platform consoles still around \$59-69? Somebody's making out like a fat rat. Granted there are fewer 32-Bit systems in circulation than 16-Bit, but hey, people are making money. My thing is since game companies don't have to break the bank if over-produced CDs don't sell, why can't the consumer get some of the savings passed on to him/her? I'm a college student and probably won't play my PS until spring because of an intense semester; however, come spring, some new and exciting games appear to be on the horizon. I can't handle \$60 for a game that might not live up to expectations.

Brian Hughes
via the Internet

It's true that the actual pressing of CDs is cheaper than producing carts, but that alone doesn't mean the games should be cheaper overall. The reason the CD-based games cost anywhere from \$39-69 is due to programming. With many of the games flaunting rendered cinematics, millions of polygons and intense music, the companies require a large staff to put in many hours to create and program the games. By the time the titles are complete, the game-production cost is quite high. In order for the company to make a profit, the cost must be \$39-69.

N64 FMV

Dear EGM,

Is it at all possible to tell me if the Nintendo 64 will be able to do full-

motion video? With the cartridge-based system not having the memory capacity of CDs, will the "bulky drive" be able to spare the memory for the much-enjoyed videos the PlayStation or Saturn give us? Personally, I think it is a big loss if the company doesn't come up with a solution to this problem.

WaveriderX
via the Internet

Customarily, Nintendo hasn't been a big fan of full-motion video. The current stand-alone Nintendo 64 will not be able to handle FMV. It is rumored that the optical disk drive will incorporate MPEG technology.



The Nintendo 64 is quite powerful, but not powerful enough to handle FMV.

However, it looks as if the FMV fans will have to fork over some extra cash for the optical drive.

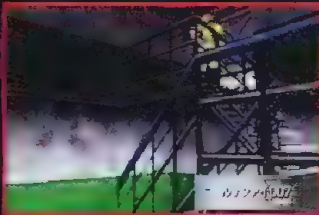
Is BloodStorm Coming Home?

Dear EGM,

I was going through my gaming magazines and ran across an article on BloodStorm. I want to know if it is out on any systems and if so, which ones?

Nicholas Longstreth
Mundelein, IL

There is no word on BloodStorm being brought to the home platforms.



Games like GoldenEye might incorporate FMV, but you need an MPEG card.



Images recently from Nintendo 64 and Square are used as official Sony license.

INTERFACE

32X-tinct

Dear EGM,

Now that it is official that Sega will stop producing 32X systems, I was wondering how much longer Sega and other third-party developers will be making games for the system. I read in another magazine that games like X-Men and Batman (which were under development) had been cancelled. Please tell me this isn't true. From the pictures, X-Men looked awesome. It would be a shame if all of us 32X owners were denied this consolation for the fact that their system is now basically dead.

Sergio Padilla
Via the Internet

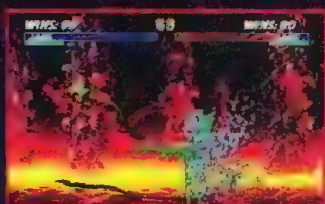
Unfortunately, Sergio, it has been announced that there will only be four more titles released for the 32X, including World Series Baseball and Spider-Man: Web of Fire. The last 32X title was slated to be released in February or March.

UMK on N64?

Dear EGM,

I'm a 20-year-old gamer and have a few things I need clarified if possible. In your February issue, I saw some screen shots of Nintendo 64 games, and Ultimate Mortal Kombat 3 was one of them. I read in another magazine that UMK won't be on the Nintendo 64. It said, "Previous reports suggested that Nintendo would have it exclusively, but recent Nintendo/Williams negotiations must have broken down due to Nintendo's exclusivity clause and as it stands there are no plans for MK of any kind on the [N64]." The same magazine said that UMK3 was scheduled to be on the PlayStation. If this is true, then Sony would have to make a whole new game. I read a rumor that Sony would make the upgrade using the memory card, but that can't be. I read in the magazine P.S.X. that this would be impossible because the PlayStation memory card couldn't store that much information. If it is going to be released, do you know when? I really want this game!

Kevin Eschete
Chauvin, LA



UMK3 is coming to the Saturn, and there is a special edition in the works for the N64.

We've talked to a Williams spokesperson and he gave us some interesting information: Ultimate MK3 is being made for the Sega Saturn and will be released in April or May. Williams is currently working on a title tentatively called MK3+. MK3+ is a special version created exclusively for the Nintendo 64 with many changes under consideration, including new backgrounds, new moves, new fatalities and one new character. This character will not be an old character brought back, it will be a completely new one.

WINNER!

This great artwork from Dragonball Z was brought to us by Paul Kim from Clearwater, FL. Great artwork. Your prize is on its way: an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.

ASCII
SPECIALIZED
CONTROL
PAD



Michael Ross-Bonnett, CA



Rene Fletcher-San Francisco, CA



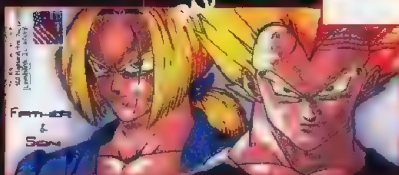
Cole Massard
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Nicky Mingo
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 **NINTENDO 64**

Nintendo

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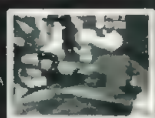


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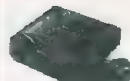
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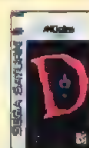
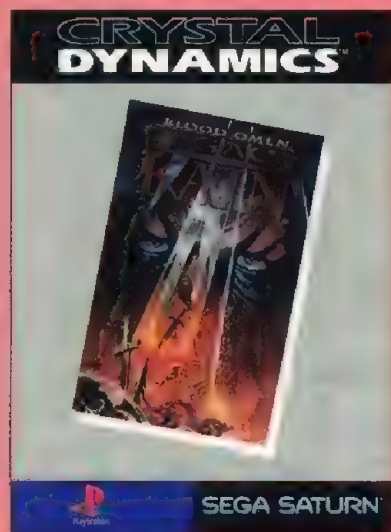
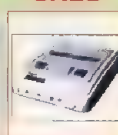
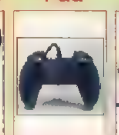
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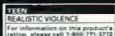
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